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CHIMERA™

Ron Marz
Brandon Peterson

OPERATION: VIPER

Archival Data Viewer - Model 2234-614

LEVEL ORANGE

CLASSIFIED: LEVEL ORANGE

OBERST Data Systems Corporation

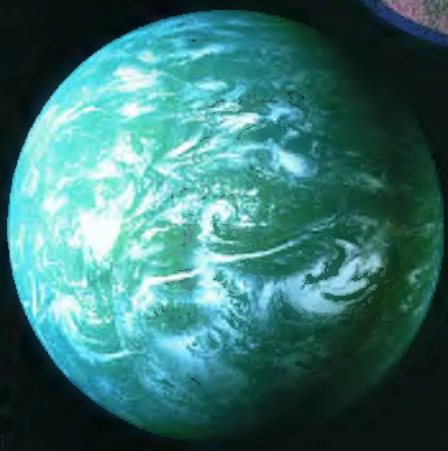
To: Captain Gustav Mallak, Captain of the 3rd Insertion Company of the Chimeran Imperial Marine forces.

From: Lieutenant Colonel Harris D'Hartague, 2nd Battalion headquarters.

Re: Operation: Viper

Captain,

You are ordered to commence Operation: Viper on Yamivol Prime at 1900 hours on 02/14, 3007 IC (Imperial Calender).



North Polar view of Yamivol Prime

Initial surveys of the area report your primary drop zone to be section 27 of Map 31, west of the target village that is your objective.

Location of village Section 27 of Map 31

Standard invasion protocol is to be observed by all troops, and minimal resistance is expected. The village is an agricultural outpost estimated to have 25 structures and 98 civilians.

Your forces should expect to sustain an occupation for two weeks before being relieved. Insertion units from the 4th and 5th Companies will be operating within your area of activity. You will maintain contact with these units and co-ordinate seek and suppress actions with them. Minimal resistance is anticipated. Use sufficient force to defend key positions and report capture and kill numbers to 2nd Battalion CC per incident. Follow SO #000-100987-A and maintain minimum impact on local agri-production.

This world has been unaffiliated for too long to expect any support from outlying systems, so no enemy reinforcements are expected during occupation.

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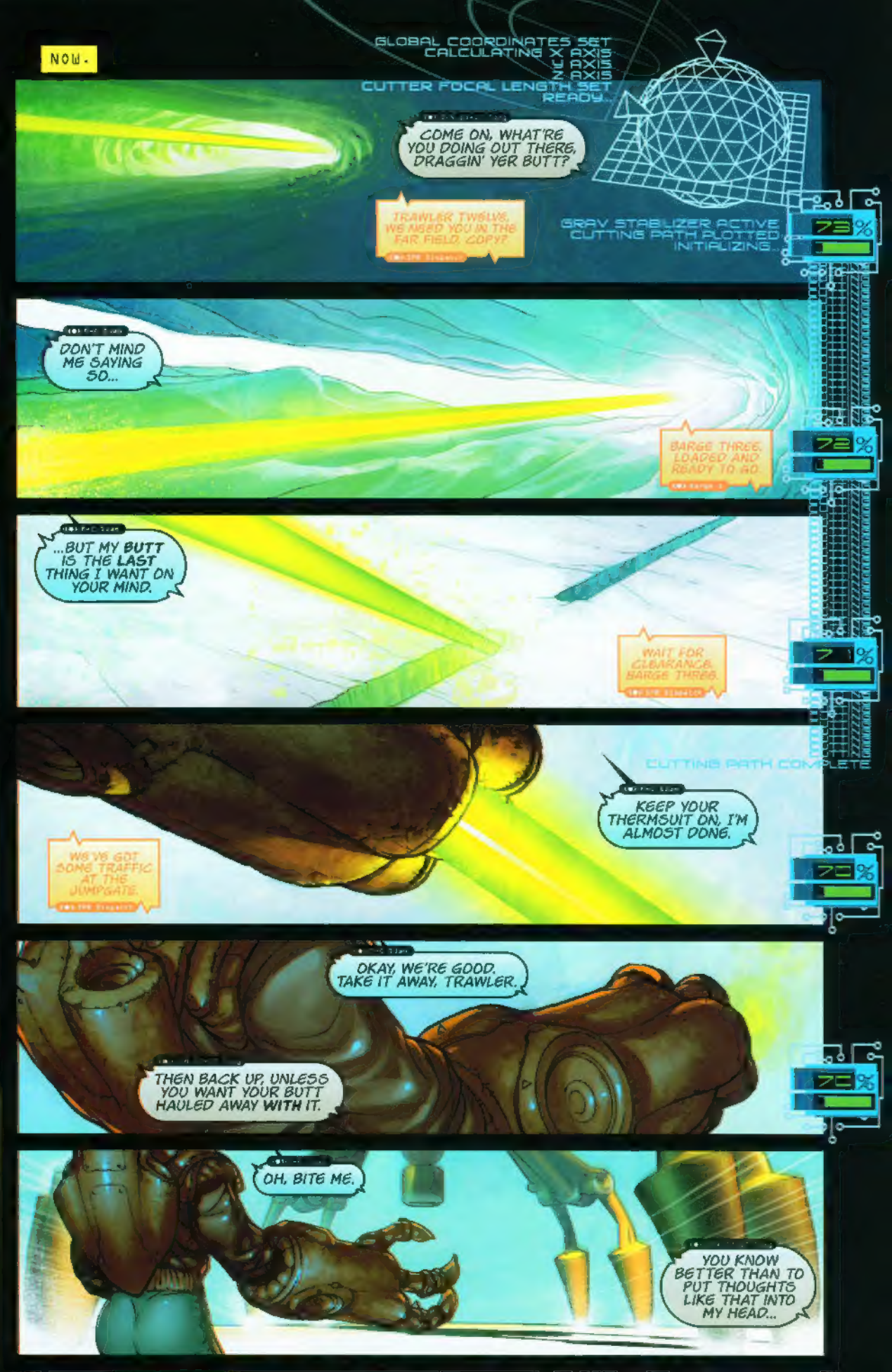
THEN.


NOW.
GLOBAL COORDINATES SET
CALCULATING X AXIS
Y AXIS
Z AXIS
CUTTER FOCAL LENGTH SET
READY...
COME ON, WHAT'RE YOU DOING OUT THERE, DRAGGIN' YER BUTT?
TRAWLER TWELVE, WE NEED YOU IN THE FAR FIELD. COPY?
GRAV STABILIZER ACTIVE
CUTTING PATH PLOTTED
INITIALIZING...
73%
DON'T MIND ME SAYING SO...
BARGE THREE, LOADED AND READY TO GO.
72%
...BUT MY BUTT IS THE LAST THING I WANT ON YOUR MIND.
WAIT FOR CLEARANCE, BARGE THREE.
7 %
CUTTING PATH COMPLETE
KEEP YOUR THERMSUIT ON, I'M ALMOST DONE.
WE'VE GOT SOME TRAFFIC AT THE JUMPGATE.
70%
OKAY, WE'RE GOOD. TAKE IT AWAY, TRAWLER.
THEN BACK UP, UNLESS YOU WANT YOUR BUTT HAULED AWAY WITH IT.
71%
OH, BITE ME.
YOU KNOW BETTER THAN TO PUT THOUGHTS LIKE THAT INTO MY HEAD...

...I'LL NEVER BE ABLE TO **SLEEP** TONIGHT.

LIKE YOU WON'T BE DRINKING YOURSELF INTO UNCONSCIOUSNESS AS SOON AS THE SHIFT ENDS.

EVERYBODY NEEDS A **HOBBY**, RIGHT?

HEY, THAT FINALLY THE COMPANY TRANSPORT?

YEAH, ONLY A **WEEK** LATE THIS TIME. AT LEAST WE'LL HAVE SOME FRESH HANDS FOR THE FIELDS.

SPEAK FOR YOURSELF. I **LIKE** THE OVERTIME...

...AND SEEMS LIKE THE TRANSPORT ALWAYS BRINGS AT LEAST ONE **PROBLEM** WITH IT.

WHAT DO YOU EXPECT? SEREVAN'S NOT EXACTLY A **HUB WORLD.**

PLACE **THIS FAR** OFF THE IMPERIUM'S SPACE-LANES IS **BOUND** TO ATTRACT ITS SHARE OF PEOPLE TRYING TO HIDE.

NOT THAT **YOU'D** KNOW ANYTHING ABOUT THAT.

LOOK, LOVE TO STAY AND CHAT, BUT SHIFT'S JUST ABOUT OVER...

...AND I'VE GOT AN APPOINTMENT TO KEEP BACK AT THE BASE.

SHIFT TWO COMPLETE. COME TO MAMA AND RACK YOUR CUTTERS. SHIFT THREE NEEDS ITS TOYS. ALL TRAWLERS BACK TO BAYS.

WHAT'S WITH THE MEAT WAGON? WE FINALLY GOT RELIEF CREWS ON THE WAY? THESE DOUBLE-SHIFTS ARE **KILLING** ME.

IF YOU MEAN A BUNCH OF **ROOKIES** WHO DON'T KNOW HARD ICE FROM A SKATING RINK, YEAH, WE GOT RELIEF CREWS.

BUT YOU'RE MORE LIKELY TO GET KILLED BY ONE OF **THEM** THAN A DOUBLE-SHIFT.

WELCOME TO SEREVAN PERMANENT BASE ONE.

ALL PASSENGERS PROCEED TO ASSIGNED AREAS.

DO NOT LOITER ON THE LANDING PAD OR YOU WILL BE CITED.

YOUR BELONGINGS WILL BE DELIVERED TO YOUR DESIGNATED QUARTERS.

MY CONTRACT SAYS I'M ASSIGNED TO SITE SEVENTY.

WHERE DO I FIND THAT?

WHAT, I LOOK LIKE AN INFORMATION BOOTH?

I GET PAID TO HELP TRANSPORTS TOUCH DOWN.

GO ASK SOMEBODY WHO CARES.

OH, I'M SURE I'LL FIND SOME-BODY.

HEY...

...HEY, BUDDY, YOU **HEAR** ME?

I HEAR YOU JUST FINE.
BUT I'M NOT YOUR BUDDY.
I JUST GOT OFF A DOUBLE SHIFT, AND YOU'RE STANDING BETWEEN ME AND EIGHT HOURS IN BED.

SOUNDS LIKE FUN IF YOU'VE GOT THE RIGHT COMPANY.
I'M JASON.
JASON BRYCE.
THEN YOU KNOW WHAT, JASON BRYCE? YOU'RE JUST OFF THE MEAT WAGON AND PROBABLY ABOUT AS SMART AS A CRATE OF REPLACEMENT PARTS.
LET ME GIVE YOU A PIECE OF ADVICE.
PEOPLE COME TO SEREVAN FOR TWO REASONS: TO GET RICH OR TO GET LOST.
MINING TRITIUM ISN'T ANYBODY'S IDEA OF A GOOD TIME. PULLING HEAVY ICE OUT OF THESE FIELDS AND SHIPPING IT OFF TO POWER THE IMPERIUM'S FUSION DRIVES IS DANGEROUS WORK.
NOBODY'S HERE TO ENJOY THE WEATHER, NOBODY'S HERE TO MAKE FRIENDS.
SO THE ADVICE IS *STAY OUT OF EVERYBODY'S WAY.* LEARN THE JOB SO YOU DON'T GET SOMEBODY KILLED OUT ON THE ICE.
THAT'S IT?
WHAT DO YOU MEAN, "THAT'S IT?"
I THOUGHT YOU'D AT *LEAST* TELL ME YOUR NAME.
YOU REALLY *ARE* THAT STUPID, AREN'T YOU?
ALL RIGHT. MY NAME'S SARA JANNING.
NOW THAT YOU *KNOW* IT, MAKE SURE YOU AVOID ME EVERY CHANCE YOU GET.

CAN'T I EVEN TALK YOU INTO A TOUR? GET ME A LITTLE BETTER ACQUAINTED WITH MY NEW HOME?

GET **US** A LITTLE BETTER ACQUAINTED?

OH, FOR PITY'S SAKE

LOOK, BRYCE. IT WAS ***BRYCE***, RIGHT? I KNOW YOU ***ALREADY.***

WHAT'D YOU DO, SNEAK A PEEK AT MY WORK JACKET?

I DON'T ***NEED*** TO. YOU'RE THE SAME AS EVERY OTHER LOSER AND MALCONTENT WHO WINDS UP HERE.

THE IMPERIUM TENDS TO LOOK THE OTHER WAY A BIT MORE IF YOU'RE OUT HERE CARVING ICE FOR THE CAPITAL SHIPS

SO THE PEOPLE WHO WIND UP HERE HAVE EITHER SCREWED UP BAD ENOUGH THAT THEY CAN'T ***GET*** ANY OTHER WORK...

...OR THEY'RE ON THE RUN FROM SOMETHING IN THEIR PAST.

I FIGURE YOU FOR OPTION NUMBER TWO.

BUT FRANKLY, I DON'T REALLY ***CARE*** WHICH.

YOU'RE OVERLOOKING THE THIRD POSSIBILITY.

MAYBE I'M JUST A GUY SEARCHING FOR A BLOND WITH BIG...

...BLUE EYES.

HERE'S ***ANOTHER*** PIECE OF ADVICE

KEEP A LID ON WHAT YOU THINK PASSES FOR "ROGUISH CHARM" OR YOU'LL FIND YOURSELF OUT ON THE ICE IN YOUR **SOCKS** AND NOT MUCH ELSE.

YOU'VE WASTED ENOUGH OF MY TIME, BRYCE.

DO WHAT EVERYONE ELSE DOES HERE.

LOSE YOURSELF.

ONCE I GET OUT OF THIS THERMSUIT...

SECURITY REQUESTED ON REC DECK

TRAWLER CREWS SIX THIRTEEN AND

"...I'VE GOT SOMETHING IMPORTANT TO DO."
SARA? THAT YOU OUT THERE?
COME ON BACK
YOU GET THE FUSION INSTRUMENTS I ORDERED FOR YOU, ISAIAH?
YES, VERY KIND OF YOU TO THINK OF ME.
WELL, I HAD TO MAKE SURE YOU'RE KEEPING YOURSELF OCCUPIED, RIGHT?
I JUST HOPE THE EQUIPMENT DUPLICATIONS DON'T GET SPOTTED ON THE MANIFESTS.
I THINK YOU KNOW I'M GOOD AT HIDING THINGS, SARA.
SPEAKING OF, I FINISHED FIXING WHAT YOU CAME FOR.
GETTING TRICKIER, YOU KNOW
THE IMPERIUM'S UPDATING THE TECH EVERY CYCLE NOW
NEW PASSWORDS, NEW ENCRYPTIONS
MAY COME A DAY WHEN -

WHEN YOU CAN'T MASK MY DNA PRINT?
YOU GET CAUGHT, YOU FORGET WHERE YOU GOT THAT.
MASKERS ARE COMMON ENOUGH THESE DAYS, BUT STILL DOESN'T MEAN THEY'RE LEGAL.
ROVER'S JUST ABOUT DONE, BY THE WAY.
YOU WERE LUCKY TO FIND HIM. NOT TOO MANY OF THESE RELICS LEFT, AT LEAST ONES THE IMPERIUM HASN'T SNATCHED UP.
I MIGHT BE THE ONLY ONE WHO CAN ACTUALLY FIX HIM, AND EVEN I DON'T UNDERSTAND HALF OF WHAT MAKES HIM TICK.
SO DO ME A FAVOR AND TRY TO KEEP HIM IN ONE PIECE FOR A WHILE, OKAY?
I'M NO ROUGHER ON HIM THAN I AM ON MYSELF.
THEN KEEP IN MIND I CAN FIX HIM...
...BUT YOU I CAN'T REPAIR

FEELS SO GOOD
FLUMPH
..TO BE WARM FOR A LITTLE WHILE
I'LL TAKE THE CASH, BUT BEING OUT ON THE ICE THIS MUCH IS MURDER.
YEAH, YEAH..
...I KNOW THE IMPERIUM'S GENE SNIFFERS ARE DUE IN, ROVER. BELIEVE ME
..THAT'S ONE OF THE FEW THINGS YOU DON'T HAVE TO REMIND ME ABOUT.
BUT IT'S COVERED.
RIGHT NOW..

.ALL I WANT IS SLEEP.
.DIG OF IT
DO ME A FAVOR, ROVER, MAKE SURE I ACTUALLY WAKE UP .
=YAWN=
. IN TIME FOR THE SCREENING.
ANYTH NG Y DAY

NEXT.

...TELL ME WHY *HE* GETS SPECIAL TREATMENT? REST OF US GET REAMED AND HE ALWAYS.

...WASTE OF TIME..

..HEAR ABOUT WHAT HAPPENED OUT ON FIELD THIRTEEN..

..THIS IS WHAT THE IMPERIUM IS *GOOD* AT, MAKING YOU WAIT IN LINE...

KIDDING? ABOUT AS FRIGID AS THE FLOES, THAT ONE

NEXT.

HM. GOOD AS NEW

NEXT.

AND UNDETECTABLE

N'GA JOB ISAIAH

NEXT.

WE JUST KEEP BUMPING INTO EACH OTHER...

WHUH?

NEXT.

...DON'T WE?

YOU AGAIN.

ME AGAIN.

NEXT.

STANDING ROOM ONLY, SARA.

IMPERIUM TAKES ITS GENETIC SCANNING PRETTY SERIOUSLY EVEN OUT HERE ON THE RIM EVERY CYCLE, HUH?

NEXT.

THEY LIKE TO KEEP TRACK OF US...

...*ESPECIALLY* OUT HERE ON THE RIM

HIZZZT

NEXT.

YOU KNOW, I WAS THINKING MAYBE WE COULD-

GOT A *SHIFT* SOON.

AH.

WELL, THEN.

..I IMAGINE WE'LL RUN INTO EACH OTHER AGAIN.

WHAT ARE YOU DOING HERE?

NO, I MEAN, WHAT ARE ***YOU*** DOING HERE? THESE ASSIGNMENTS ARE GIMMES.

EVERYBODY'D RATHER PULL A DAY ON A SKIMMER INSTEAD OF CUTTER DUTY AND YOU PULL THIS WITHOUT EVEN A WEEK OUT ON THE PACK. ***HOW?***

DOING HERE? LOOKING FOR DEUTERIUM AND TRITIUM DEPOSITS.

I KNOW I'M ***NEW,*** BUT THAT'S WHAT THESE SKIM-AND-SEARCH MISSIONS ARE FOR, RIGHT? FIND THE HEAVY ICE IN THE OUTLYING FLOES AND TAG IT?

MAYBE I'M JUST LUCKY.

AND MAYBE I'M JUST ***STUPID*** IF YOU ACTUALLY THINK I'D BELIEVE THAT, BRYCE. WHY PULL MORE STRINGS AND DRAG ME ALONG?

IT'S THE ***ROMANTIC*** IN ME. WHEN'S THE LAST TIME YOU HAD A ROMANTIC IN ***YOU,*** GARA?

LET ME THINK..

OH, RIGHT. I REMEMBER IT WAS WHEN I LEFT SOMEONE OUT ON THE FLOES TO ***FREEZE TO DEATH*** AT NIGHT.

OH

TRITIUM TRACKING ENGAGED

GOT SOMETHING. JUST OFF TO THE SOUTH.

WE'LL TAKE A LOOK.

[illegible] UA UNITS [illegible] 332 KM DISTANCE

SO WHAT'S WITH THE BUG?

BUG?

YOUR BUG, THE ***CARAPOID,*** AREN'T YOU SUPPOSED TO TURN THOSE OVER TO THE IMPERIUM?

FINDERS KEEPERS

I FOUND ROVER IN THE ICE AND SOMEBODY HELPED ME GET HIM FUNCTIONAL AGAIN.

I HAD A ***DOG*** NAMED ROVER

AND YOU NAMED IT ***ROVER?***

DIDN'T EVERYONE?

WE'RE RIGHT ON TOP OF IT. COULD BE A HIGH-GRADE VEIN.

I'LL SET DOWN.

HOW'S THIS DAMN THING WORK AGAIN?
UM. I MUST BE DOING SOMETHING WRONG. IT SAYS THERE'S DEFINITELY A TRITIUM CONCENTRATION AND...
...WELL, WHATEVER THIS MEANS.
I SUPPOSE IT WOULD BE ASKING TOO MUCH TO EXPECT YOU TO KNOW WHAT YOU'RE DOING. GET OUT OF THE WAY. I CAN HAVE ROVER PULL A DEEP SAMPLE.
WHY DO YOU CALL HIM A HIM? ISN'T HE AN IT?
WHEN I FOUND HIM, HE JUST SEEMED LIKE A HE, THAT'S ALL.
THERE, ROVER.
SO, WHAT'S THAT? THOSE MARKINGS ON HIM.
I DUNNO, IT HAPPENS SOMETIMES, BUT IT ALWAYS GOES AWAY. DOESN'T SEEM TO AFFECT HIM.

DOES THAT HAPPEN SOMETIMES, TOO?
NO, IT'S... THAT'S NEW. HE'S NEVER DONE THAT BEFORE.
SEEMS LIKE OVERKILL FOR JUST PULLING A SAMPLE, DON'T YOU THINK? WHAT'S HE TRYING TO-
ROVER, STOP...
...STOP!

SARA?
I'M OKAY, I'M JUST WHAT HAPPENED?
WE'RE STILL IN THE LAND OF THE LIVING.
ABOUT FIFTY METERS BELOW IT, AS FAR AS I CAN TELL.
I THINK YOUR BUG'S SQUASHED. HE'S BEEN LYING THERE EVER SINCE I CAME TO.
ALL RIGHT, AT LEAST YOU'VE STILL GOT THE CUTTER. WE'LL HAVE TO CARVE OUR WAY OUT.
AND THERE'S SOMETHING ELSE.
THERE'S SOMETHING BURIED DOWN HERE.
WHAT?
THAT.

I'M NOT SURE WHAT IT IS.
BIG, THOUGH. BIGGER THAN JUST WHAT WE CAN SEE
ROVER?
YOU THINK THIS LOOKS LIKE A HATCH? LOOKS LIKE A HATCH TO ME
AT LEAST INSIDE THERE IS BETTER THAN OUTSIDE HERE. NO WAY TO UNSEAL IT, THOUGH.
MAYBE I CAN CUT A WAY IN
AH
YEAH, I THINK I'M .
. I .

WE'VE FOUND ONE.
I'LL HAVE A SHUTTLE PREPPED..
". HE'LL WANT THIS DELIVERED PERSONALLY"

SHUTTLE ANDONIUS CLEARED FOR DEPARTURE FROM ORBITAL PLATFORM. BAY 27 UMBILICALS DETACHED...
SHUTTLE AWAY
DESCENT TO TENEBROS PLOTTED AND VERIFIED.
EXECUTE APPROACH ON VECTOR OH-NINER NINER, ANDONIUS.
SHUTTLE ANDONIUS REQUESTING APPROVAL FOR URGENT CLEARANCE THROUGH IMPERIAL CORRIDOR
URGENT CLEARANCE APPROVED, ANDONIUS.

[VOX Terminus Control]
..DOCKING CREWS AT IMPERIAL CENTER STANDING BY AWAITING YOUR ARRIVAL.

ETERNAL EMPEROR HERUS?

I APOLOGIZE FOR THE INTRUSION, BUT I WAS TOLD TO COME RIGHT IN?

OH YES.

I'M SURE YOU WERE.
QUICKLY, YOU'RE INTERRUPTING MY SURGICAL REGIMEN.
OF COURSE
THE SCANNING TEAMS ON THE ORBITAL PLATFORM PICKED THIS UP SIFTING THROUGH A ROUTINE GENETIC SWEEP FROM THE BORDER WORLDS. IT'S .
..WELL, YOU CAN SEE FOR YOURSELF EMPEROR
DEEP
IT'S WHAT YOU'VE BEEN WAITING FOR
WHERE?
WHERE WAS THIS COLLECTED?
SEREVAN.
A HEAVY ICE MINING OPERATION
HAVE MY AVAILABLE DESTROYERS DISPATCHED TO THE PLANET, FULL COMPLEMENT OF DRAGOONS AND MECHS.
I WANT THE SUBJECT COLLECTED AND BROUGHT HERE
TO ME.

THE MINING OPERATION IS TO BE EXPUNGED.
NO SURVIVORS
NO WITNESSES.
EMPEROR?
DOES THAT NOT SEEM
..SEVERE?
SEVERE?
LOOK ABOUT YOU.
THIS HALL IS FILLED WITH LIKENESSES OF THE HEROES OF THE CHIMERAN FAMILY MY FAMILY
THE FAMILY THAT GAVE ITS NAME TO THIS IMPERIUM WE HAD LED FOR THREE MILLENNIA. THERE IS NOWHERE OUR REACH DOES NOT EXTEND.
DO YOU SEE THEM? WE CHIMERANS UNLOCKED THE GENETIC PUZZLE AND MADE IT OUR TOOL.
EACH GENERATION MORE POWERFUL THAN THE PREVIOUS. EACH GENERATION CLOSER TO PERFECTION.
WE ARE MORE THAN NOBILITY TO THE CITIZENS. OUR GENETIC MANIPULATIONS HAVE NEARLY MADE GODS OF US.
YET THE FINAL PIECE OF THE PUZZLE, THE MISSING LINK TO TRUE GODHOOD HAS ALWAYS ELUDED US
UNTIL NOW...
UNTIL THIS.
I AM NINE HUNDRED YEARS OLD. THE MANIPULATIONS THAT EXTEND MY LIFE BEGIN TO FAIL
BUT I INTEND TO LIVE MUCH LONGER NOTHING.
NOTHING IS TOO SEVERE IN PURSUIT OF OUR GOAL
OF COURSE, EMPEROR

THE SUBJECT WHAT IS THE NAME?
JASON BRYCE
I WILL HAVE H'M
HIM AND THIS KEY HE HOLDS.
IT WILL BE DONE, EMPEROR.
FOR THE GLORY OF THE IMPERIUM
YES
FOR THE GLORY OF THE IMPERIUM
.. NO SACRIFICE IS TOO GREAT

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Story & Art

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MARZ
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dave
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CHIMERAN EMPIRE

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INFORMATION OVERVIEW

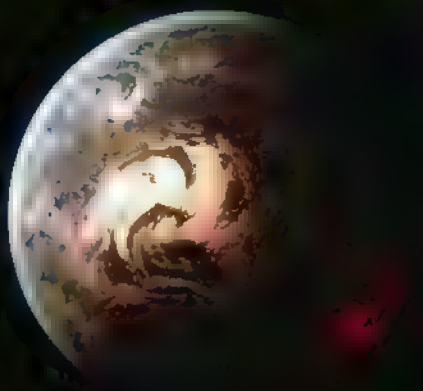
OBERSTIF Data Systems Corporation

The Chimeran Imperium was established in its current form by the Emperor Primus Chimeran in year 1 of the Imperial Calendar, from his homeworld of Tenebros. His Majesty was first proclaimed Emperor after the conquest of the first 15 worlds (Atiyahna, Bell 2, Crossleia, Darmateria, DuMartin, Hollowell's World, Kisth, Molinar, Pakas, Ponsoria, Quintonia, Rochelle 4, Rodrigo, Schwager's World, Villaran).

The Chimeran Imperium now comprises 219 human-habitable worlds. The past 3,007 years have been a time of blessed peace and prosperity for all citizens of the Imperium, as more and more outlying worlds are found and brought into the grace of our Eternal Emperor Herus Chimeran, who celebrates his 923rd birthday this year. He alone has sheparded 158 worlds into the Imperium during his last 900 years reigning as Eternal Emperor, mainly through his crusades into the outlying worlds. He has sired over 200 offspring, blessed among men who have served him and the Imperium these last centuries. His currently living progeny include numerous civic and military leaders, most outstanding among them is Aurelius Chimeran, the current Crown Prince of the Imperium.

The Chimeran Imperial family's homeworld is Tenebros, an ancient world and the hub to the Jumpgates of the Imperium. Nearly 85 percent of the surface of Tenebros has been utilized, a glorious testament to the power and growth of the Imperium. The Eternal Emperor himself resides in the Imperial Center, where dignitaries from worlds all over the Imperium to help the Eternal Emperor forge a majestic future for all citizens.

Heraldic Crest of the Chimeran Family



Tenebros, Homeworld of the Chimeran Family

Serial # 87662-Ten-Imp

FUSION POWER

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INFORMATION OVERVIEW

OBERON Data Systems Corporation

Many different nuclear fusion reactions occur in stars naturally, but only a few such reactions are of practical value for potential energy production to the Imperium. These all involve forms (isotopes) of the element hydrogen. Three isotopes of hydrogen are known; they are hydrogen (H), deuterium (D), and tritium (T). The nuclei of all three isotopes contain one proton, which characterizes them as forms of the element hydrogen. In addition, the deuterium nucleus has one neutron and the tritium nucleus has two neutrons. In each case, the neutral atom has one electron outside the nucleus to balance the charge of the single proton.

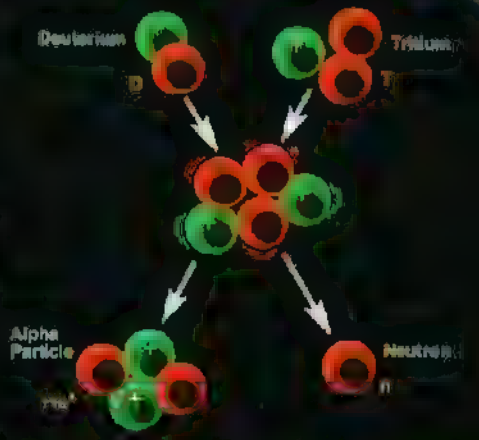


Diagram of a Deuterium-Tritium Fusion Reaction

To produce net power, fusion reactions must take place at high temperatures. The power production process which can occur at the lowest temperature and, hence, the most readily attainable fusion process is the combination of a deuterium nucleus with one of tritium. The products are energetic helium-4 (He4) the common isotope of helium (which is also called an alpha particle), and a more highly energetic free neutron (n). The helium nucleus carries one-fifth of the total energy released and the neutron carries the remaining four fifths.

Since nuclei carry positive charges, they normally repel one another. The higher the temperature, the faster the atoms or nuclei move. When they collide at these high speeds, they overcome the force of repulsion of the positive charges, and the nuclei fuse. In such collisions energy is released. The difficulty in producing fusion energy was to develop a device which would heat the deuterium-tritium fuel to a sufficiently high temperature and then confine it for a long enough time so that more energy is released through fusion reactions than is used for heating. Such a device was created by the legendary International Nuclear Research team on Tenebros in 3562 PIC (Pre-Imperial Calendar). The first fusion engine for interstellar travel was successfully tested in 3641 PIC by the research team, and interstellar travel has become commonplace since these early devices, with fusion-powered Jumpgates first being used in 1215 PIC.

Fusion power has become the standard form of power generation in the Imperium, with good reason. Less than a half a kg of D and T can produce the energy equivalent of burning over 10,000 metric tons of fossil fuel.

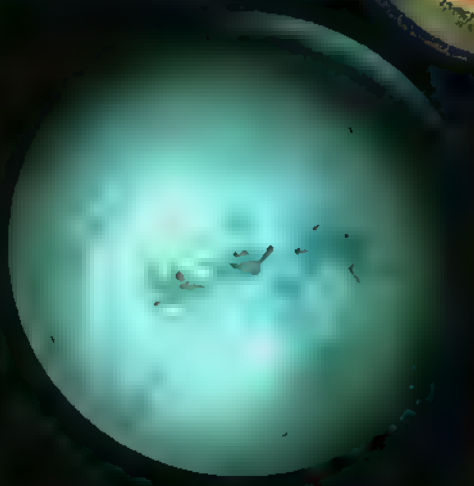
SEREVAN

Archival Data Viewer - Model 3567-976

INFORMATION OVERVIEW

OBERSTF Data Systems Corporation

The planet Serevan is located on the Avian Wing spiral arm of our own Spinning Snows galaxy, the fifth planet in a system of six worlds in regular orbit around the Type G star Nudus. It has no moons or other natural satellites, and has been classified as a Class L/M hybrid by the Imperial Planetary Survey.



North Polar view of Serevan

Originally surveyed in 1045 PIC (Pre-Imperial Calendar), the world of Serevan averages temperatures from -5 degrees Cel equatorally to -140 degrees Cel at either pole. Its surface is 97% water in crystalline (ice) form, with the other 3% of the surface comprised of small metamorphic rock formations made of common minerals. No plant or animal life is known to be native to Serevan, and attempts to introduce lifeforms to the world have met with failure due to the harsh environmental conditions.

The planet was first colonized by human settlers in 1041 PIC when initial geological surveys reported large amounts of both deuterium (D) and tritium (T) in solid form. These materials are essential to the making of fusion power, the primary power source of the Imperium.

Mining operations began almost immediately, and Serevan has become the primary source of D and T in the Imperium, with 42% of total reserves coming from Serevan in the last calendar year (3041 Imperial Calendar). As the glacial ices are unsuitable for colonization, equipment and personnel are housed in permanent bases constructed in and on the few rock formations large enough to anchor their mass. There are one to three bases active, depending on the season.

Serevan mining post personnel are rotated constantly as the heavy concentrations of toxic D and T in the atmosphere bring about severe allergic reactions.

ICE TRAWLER

Archival Data Viewer - Model 3567-976

INFORMATION OVERVIEW

Ice trawlers are heavily modified versions of the fusion haulers common to all Imperial worlds. They have been modified to withstand the very specific conditions and functions needed on Serevan, an icy planet in the Nudus system where over 42% of Imperial deuterium (D) and tritium (T) is mined.

Side view of Ice Trawler

Consisting primarily of four small fusion gravity stabilizing engines and a large powered grappling winch, ice trawlers hover over the surface of Serevan and collect the large blocks of heavy ice mined there, depositing mined blocks on huge interstellar transport barges. These blocks are roughly 30 meter cubes, can weigh up to 150,000 metric tons and need to be hand cut by miners on the world's surface. The crew complement for an ice trawler is 20, with almost all of that number being engineering crew. Individual ice trawlers can operate for approximately 200 continuous hours, and make nearly 500 separate ice hauls in that time.

Crew training consists of standard Imperial fusion hauler certification, followed by intensive course work in subarctic navigation, subarctic engineering, subarctic survival, and several other lesser disciplines.

Ice trawler crews are usually on rapid rotation when in the field, as the concentrations of D and T in Serevan's atmosphere produce severe allergic reactions with prolonged exposure. In sufficient quantities, D and T can be poisonous as the heavy water is absorbed into tissue, blocking the transmission of pure water (H_2O) into cell membranes.

OBERST Data Systems Corporation

Serial # 8102-753-7853

TRANSPORT BARGE

Archival Data Viewer - Model 3567-976

INFORMATION OVERVIEW

Side view of a Transport Barge

Transport barges are a common sight on many Chimeran Imperial worlds, and are even more common in the spaceways around Imperial Jumpgates. Essentially large space-faring platforms, they transport bulk cargo to most of the human inhabitated planets of the Imperium.

Four large fusion-powered engines provide primary thrust for the barge, while four smaller gravity stabilizing engines provide lift when the barge is in hovering flight. Two gravity generators are mounted fore and aft, allowing the transport barge to lock cargo in place on the flight deck for interplanetary travel.

Tested at 30 million metric tons capacity, the transport barge has become the primary form of transportation of goods across the Imperium. Over 2,000 barges are currently in use throughout the Chimeran Imperium, with several smaller craft employed per barge for loading and unloading of cargo. These smaller craft are usually kept planetside, though there is a docking bay and small spacecraft hanger located on the underside of each barge.

The typical crew complement for a transport barge is approximately 150, of which 120 are engineering personnel. The crew is housed in the fore and aft towers, where there are redundant bridges for piloting the craft. When loading and unloading the barge, significant care must be taken in piloting the vessel as the balancing of the four gravity stabilizing engines is essential to smooth operation.

Barge crews are not frequently rotated, as the duties tend to be light and the frequent travel to many worlds provides relief for the crew. Barges are docked for maintenance once per year, and a typical crew will serve several years on the same vessel. Family quarters are available for crew officers, and many children grow up to serve on the same vessel as their parents.

OBERON Data Systems Corporation

Serial # [illegible]

DRAGOON, HEAVY INSERTION

Archival Data Viewer - Model 3567-976

INFORMATION OVERVIEW

OBERSTF Data Systems Corporation

Heavy Insertion Dragoons (HID) are the standard armored troop unit in the Imperial Marine forces. They are standard equipped with a plastic/ceramic hybrid hard armor, a hard-vacuum life support system, a multi-spectral analytical communications system, and a standard Q-130 multi-phasic LAR bolter with a 300-shot battery capacity.

Front view of Heavy Insertion Dragoon (HID)

HIDs in current form have seen combat field use ever since the liberation of Ahiwohi in the Leaena system in 2865 IC (Imperial Calendar). They have proven to be effective in a number of environments, from the hard vacuum of space to the desert skirmishes on Kaltarian 2 during the rebellions of 2971 IC.

Typical troop formations for Heavy Insertion Dragoons are squads of six HIDs, with platoons consisting of five squads, companies made up of five platoons, battalions consisting of five companies, brigades made up of five battalions, and divisions consisting of five brigades. Line squads are commanded by Sergeants, platoons by Lieutenants, companies by Captains, battalions by Lieutenant Colonels, brigades by Colonels, and divisions by Generals.

Standard deployment of troops is via personnel carriers, though dropship insertion has become increasingly utilized in the last two decades. These dropship insertion squads are typically equipped with a single D-55 "Groundpounder" mech, which provides heavy support options to the squad.

The Q-130 multi-phasic LAR bolter (Lancer) is a useful weapon in almost any environment. With computer-guided camera targeting, variable phase light modulation, and gravity-assisted mounting, these weapons can be very effective against almost any material.

Serial # 5782-756-0883

MECH, D-15

Archival Data Viewer - Model 3567-976

INFORMATION OVERVIEW

Front and Side views of D-15 Mech (Groundpounder)

The D-15 "Groundpounder" mech is one of the most common heavy vehicles used by Imperial forces. At over six meters tall and weighing over seven metric tons, the D-15 is equipped with two forward multi-phasic LAR cannons with a 10,000-shot battery capacity, two fusion-powered jump jets capable of short-distance bursts, and a plastic/ceramic hybrid hard armor over a metallic alloy chassis. A single pilot controls the mech, which is capable of ground speeds of 25 KPH and flight speeds of 50 KPH.

First successfully used in the Haromena campaign of 2968 IC (Imperial Calendar), the M-15 was preceded by 14 previous models, all designed by Tenebros Astro-Mech Corporation. The design was found to be ideal for heavy support for squad units of Imperial Heavy Insertion Dragoons (HID), and has become the standard support mech for insertion operations. Typical dropships carry one M-15, along with a squad of six HIDs.

The forward multi-phasic LAR cannons are devastating in field operations, capable of demolishing most structures and penetrating most armor grades. The six-barrel cannon design allows for cooling and stabilization of the LAR energy, allowing for up to 3000 rounds consistent fire per cannon. Jump jet capacity is limited to 30-second bursts, with gyro-gravitic stabilization allowing the mech to remain upright even in the most violent combat conditions.

OBERST Data Systems Corporation

Serial # 8764-765-7893

CARAPOID ROBOTS

Archival Data Viewer - Model 3567-976

INFORMATION OVERVIEW

Carapoid robots are a type of mechanical animate of unknown manufacture. The first recorded discovery of a carapoid was in 1031 IC (Imperial Calendar) on the third planet of the Guician system. Parts were discovered in a ruined structure later determined to be of Precursor origin. The parts were from three separate carapoids, and thought to be mere stone sculptures as no evidence of mechanical or electrical function was observed.

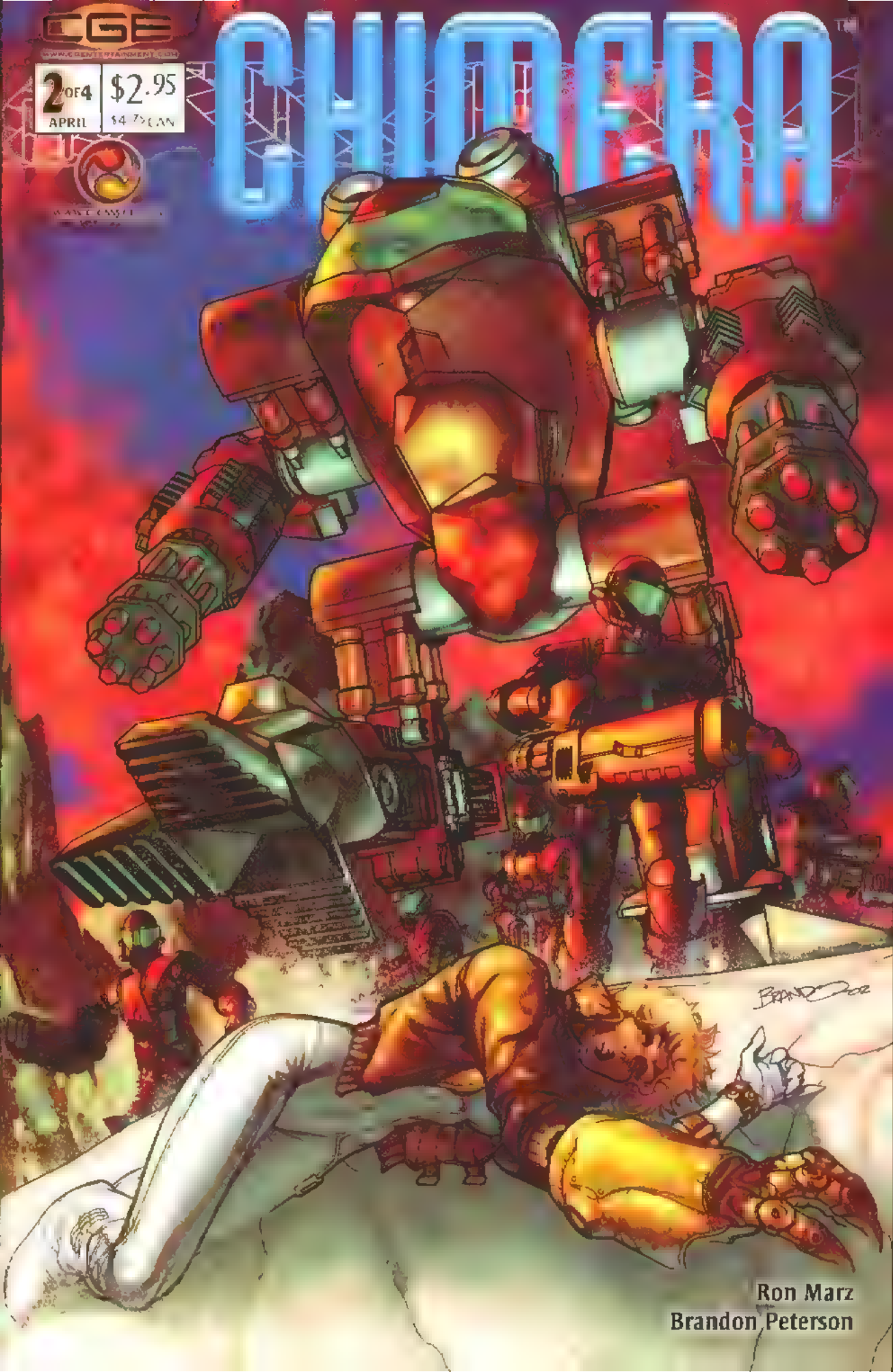
Side view of intact carapoid robot

Hundreds more carapoid pieces were found as that sector of space was more thoroughly surveyed and cataloged, all within or near other Precursor structures or ruins. In 1319 IC, a fully functional animated carapoid was discovered on Killarian, buried intact in a Precursor site. The carapoid was brought to Tenebros, where it was examined and eventually disassembled for study. The composition was determined to be 95% silicate, with the remaining 5% containing trace elements too small to list individually. No means of electrical or mechanical operation was discovered through disassembly, and the carapoid could not be brought back to functionality upon reassembly. The next carapoid discovered intact was brought to Tenebros in 1354 IC, where it was examined intact. Since then, over 100 intact carapoids have been uncovered on over 50 worlds in Precursor ruins.

Since those early few discoveries, several facts have emerged about the carapoids. They are computing and archival machines of great power, apparently powered and operated by photonic energy transmitted at the molecular level. They possess remarkable sensory functions, and are capable of auditory communication, with their native language being untranslatable at this time. All intact carapoids found possess no records of their history, nor that of the Precursor civilization of which they are theorized to be a part. Carbon dating puts their origins at approximately 120,000 years ago, the same dates as most Precursor artifacts and structures. The carapoids do retain some technical knowledge from their original programming, especially in the areas of biology, genetics, and medicine. They possess no means of self-repair, and thus intact units are highly prized by scientists and historians throughout the Chimeran Imperium.

Imperial law dictates that any carapoid discovered, intact or otherwise, must be immediately reported to the nearest Imperial government office, where a small reward is available, amount depending on the condition of the carapoid. Failure to comply will result in arrest or worse.

OBERST Data Systems Corporation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CHIMERA
Ron Marz
Brandon Peterson

OPERATION: #1092-328-9

LEVEL RED

Archival Data Viewer - Model 2234-614

CLASSIFIED LEVEL RED

OBERSTT Data Systems Corporation

TOP SECRET

To: Admiral Diana Velpy, Commander, Task Force 12, 5th Fleet, Chimeran Imperial Naval forces.

From: Grand Admiral Roland Yungston, Chief of Chimeran Imperial Operations.

Re: Operation: #1092-328-9

File photo of Jason Bryce (ID# 9178-4292-7931-2750)

Admiral:

You are ordered to deploy Task Force 12 to the Avian Wing Spiral Arm planet Serevan and establish a blockade of the planet. Any craft attempting to leave the planet are to be neutralized. You will be transporting the 2nd Battalion of the Chimeran Heavy Insertion Dragoons and their D-15 mechs for insertion operations commencing immediately upon attainment of orbit.

The primary objective of this operation is to acquire the genetic material of Jason Bryce (ID# 9178-4292-7931-2750). Live acquisition is preferred but not essential. Please scan any debris created in enforcing the planetary blockade for this material, gathering it as appropriate. Lieutenant Colonel Frederick Jaquays, Commander of the 2nd Battalion, has been made aware of these orders for planetside operations.

Any information regarding this mission is to be reported directly to the Eternal Emperor on restricted channel 001, which you have been cleared to use for this operation.

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DGE

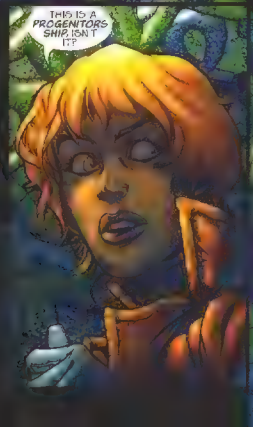
ENGINES PRIMED AND READY FOR IGNITION, ADMIRAL VELPY
WE CAN DEPART ON YOUR SIGNAL.
VERY GOOD ENSIGN
LADIES AND GENTLEMEN, YOU HAVE SERVED ME WELL IN THE PAST.
THIS ASSIGNMENT COMES TO US FROM EMPEROR HERUS HIMSELF
WE'RE CARRYING A FULL COMPLEMENT OF MECHS AND DRAGOONS FOR DELIVERY..
..AND WE'LL BE PROVIDING ORBITAL SUPPORT AFTER INSERTION. I EXPECT YOUR USUAL EXCELLENCE
HELM, PLOT A COURSE FOR THE BORDER WORLDS EXPEDITED TRAJECTORY TO PLANET SEREVAN
AYE, SIR
COURSE PLOTTED
THEN TAKE US OUT

HEAVY CRUISERS CARCALLA, GETA AND TAURNUS, YOU ARE CLEARED FOR DEPARTURE FROM ORBITAL DRYDOCK
THANK YOU DRYDOCK
DISENGAGING, PROCEEDING ON NOMINAL THRUSTERS ONLY
HEAVY CRUISER CARCALLA AT VANGUARD GETA AND TAURNUS TO FLANK POSITIONS
ALL TRAFFIC HAS BEEN CLEARED FROM THRONEWORLD JUMPGATE
YOU ARE FIRST IN LINE AND READY TO GO, CARCA...A
INITIALIZING JUMPGATE SEQUENCE
...NOW.
SPACEFOLD SUCCESSFUL HEAVY CRUISERS
WORMHOLE PLOTTED THROUGH TO SEREVAN JUMPGATE
UNDERSTOOD, DRYDOCK. THANKS FOR OPENING THE DOOR
IT'S WHAT WE DO. GOOD LUCK AND GOOD HUNTING.

I DIDN'T LIKE YOU MUCH ANYWAY, BRYCE.
BUT I WOULDN'T HAVE WISHED THIS ON YOU.
NOW
HOW EXACTLY ARE YOU GOING TO GET OUT OF THIS HOLE, SARA?
GREAT, ROVER
YOU'RE A BIG HELP.

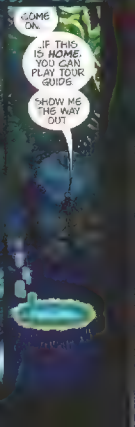
ESPECIALLY SINCE I'M IN THIS MESS BECAUSE OF YOU.
WHAT WERE YOU THINKING OPENING UP THE ICE LIKE THAT?
WHATEVER SAVE THE EXCUSES
AT LEAST YOU'RE IN ONE PIECE NOT THAT I EXPECT YOU'RE GOING TO BE MUCH HELP GETTING US OUT OF HERE
MAN I WISH I COULD MAKE SENSE OUT OF HALF THE STUFF YOU SAY
THIS IS A WAY OUT?
I DON'T KNOW, ROVER WE CAN'T EVEN GET INTO IT.
AND I'D RATHER AVOID WHAT HAPPENED TO BRYCE
HOW'D YOU DO THAT?
OH, SURE, THAT EXPLAINS..

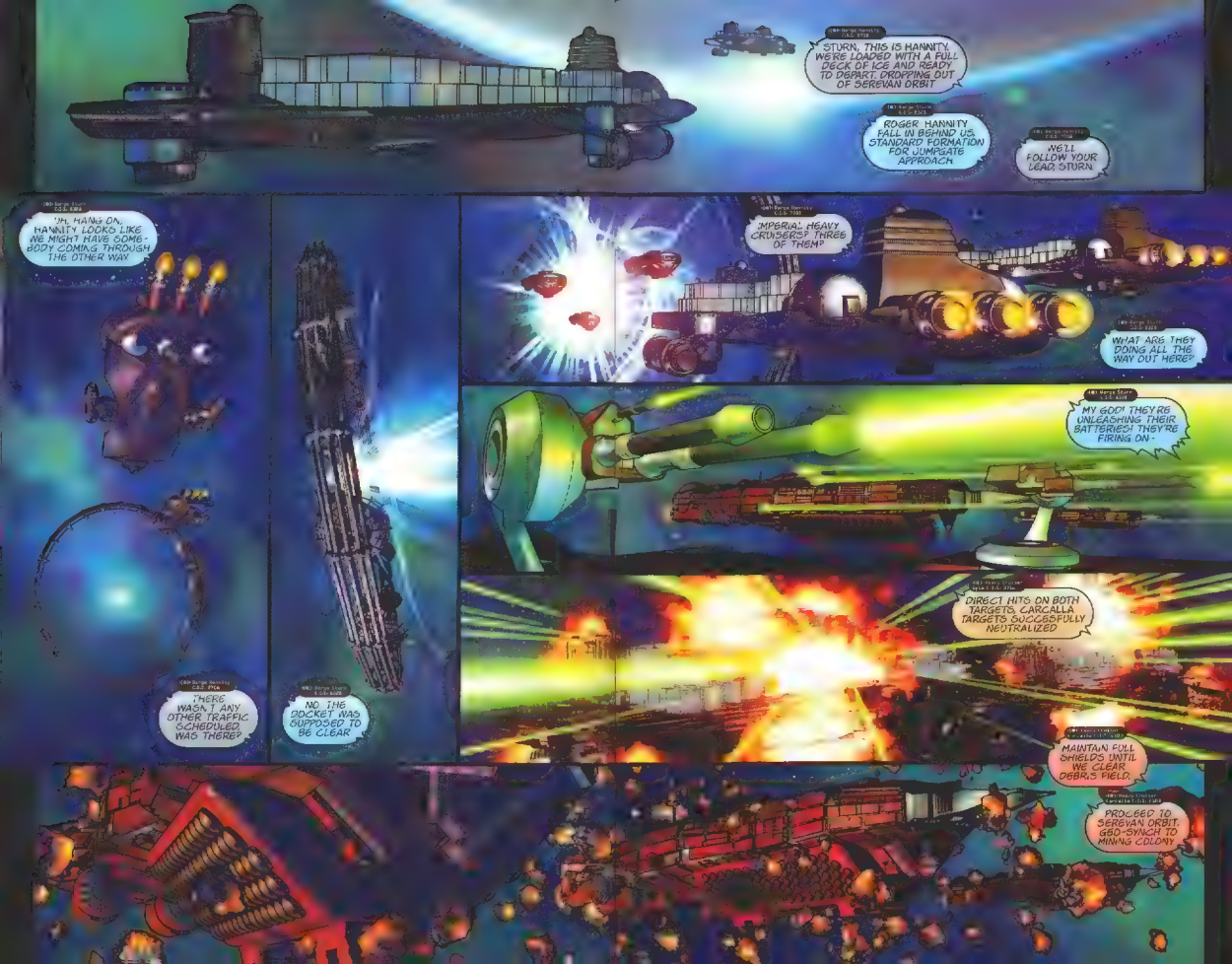
I'VE NEVER SEEN ANYTHING REMOTELY LIKE THIS
THIS IS INCREDIBLE. THIS IS A SHIP...


THIS IS A PROGENITORS SHIP, ISN'T IT?

HELP ME OUT HERE ROVER.
THE SAME RACE THAT MADE YOU MADE THIS SHIP. RIGHT?

THE SHIP REACTS TO YOU
YOU CAME FROM HERE
THAT'S WHY I FOUND YOU IN THE ICE


COME ON...
IF THIS IS HOME, YOU CAN PLAY TOUR GUIDE
SHOW ME THE WAY OUT


STURN, THIS IS HANNITY. WE'RE LOADED WITH A FULL DECK OF ICE AND READY TO DEPART. DROPPING OUT OF SEREVAN ORBIT
ROGER HANNITY. FALL IN BEHIND US. STANDARD FORMATION FOR JUMPGATE APPROACH
WE'LL FOLLOW YOUR LEAD, STURN.
UH, HANG ON. HANNITY LOOKS LIKE WE MIGHT HAVE SOMEBODY COMING THROUGH THE OTHER WAY.
IMPERIAL HEAVY CRUISERS? THREE OF THEM?
WHAT ARE THEY DOING ALL THE WAY OUT HERE?
MY GOD! THEY'RE UNLEASHING THEIR BATTERIES! THEY'RE FIRING ON-
DIRECT HITS ON BOTH TARGETS. CARGALLA TARGETS SUCCESSFULLY NEUTRALIZED
THERE WASN'T ANY OTHER TRAFFIC SCHEDULED, WAS THERE?
NO. THE DOCKET WAS SUPPOSED TO BE CLEAR
MAINTAIN FULL SHIELDS UNTIL WE CLEAR DEBRIS FIELD.
PROCEED TO SEREVAN ORBIT. GEO-SYNCH TO MINING COLONY.

IT JUST GOES ON AND ON
HOW BIG *IS* THIS ROVER?
IF THE IMPERIUM KNEW THIS WAS HERE THEY'D BE ALL OVER IT. THEY'VE NEVER RECOVERED A PROGENITOR ARTIFACT ANYWHERE *NEAR* THIS INTACT
MAKES A HEAVY CRUISER LOOK LIKE A *TOY.*
THIS LEADS TO THE SURFACE?
GOT A *LONG* HIKE BACK TO THE BASE. SOONER WE'RE OUT OF HERE, THE SOONER WE START WALKING.
I *DON'T* WANT TO GET CAUGHT ON THE PACK WHEN THE SUN GOES DOWN
OK SO...
WHINE!
...WHAT, THERE'S A SECRET PASSWORD OR SOMETHING?
UNF!
COME ON!
...OPEN UP!
OPEN?

HUH
HOW'D I DO THAT ?

Heavy Cruiser Carcalla C-I-S- 2103
SEREVAN GEO-SYNCH ORBIT ACHIEVED MINING COLONY LOCATED AND LOCKED
Heavy Cruiser Carcalla C-I-S- 2103
GETA AND TAURNUS, ARE YOU READY TO DEPLOY?
Heavy Cruiser Geta C-I-S- 3716
AYE, CARCALLA. HEAVY INSERTION DRAGOONS AND D-15 MECHS LOADED INTO DROPSHIPS.
Heavy Cruiser Taurnus C-I-S- 4038
READY, CARCALLA.
Heavy Cruiser Carcalla C-I-S- 2103
INITIATE STANDARD DISPERSAL PATTERN.
Heavy Cruiser Carcalla C-I-S- 2103
DROPSHIPS RELEASING
Heavy Cruiser Carcalla C-I-S- 2103
DROPSHIPS AWAY
Heavy Cruiser Carcalla C-I-S- 2103
HEAT SHIELDS RESPONDING ATMOSPHERIC CHOP WITHIN ACCEPTABLE LEVELS
Heavy Cruiser Carcalla C-I-S- 2103
SHOULD BE A LITTLE BUMPY, BOYS, BUT ENJOY THE RIDE HAPPY LANDINGS

HMFF
NOW WHAT THE HELL IS THAT?
NOBODY SAID ANYTHING ABOUT METEOR SHOWERS TODAY
FDUMP
BUMP

I WANT THAT GROUNDPOUNDER UNFOLDED AND READY TO ROLL
EVERYBODY'S HEADS-UP LOADED WITH THE GENE-SCAN WE'RE LOOKING FOR?
AYE COMMANDER
YES, SIR
THEN, FAN OUT AND GET TO WORK SOONER WE'RE OFF THIS ICEBALL, THE BETTER
CHECK THESE TWO
GOT EM
UH.
HELP YOU FELLAS?
NOPE NEITHER ONE'S A MATCH
TOO BAD
EEAGH!

MNAN
S.CO.O
WHRR M
WHERE AM I?
ROVER
ROVER STOP
PUT ME DOWN.
YEAH, JUST A L.TTLE.. WOOZY.
WHATEVER HAPPENED BACK ON THE SHIP THERE REALLY KNOCKED ME OFF MY FEET
SO WHERE ARE WE? YOU COULDN'T HAVE CARRIED ME ALL THE WAY BACK.
.HOME.

BUT..
..NO..
THAT CAN'T BE RIGHT
WHY WOULD THE BASE BE UNDER ATTACK?
WHY WOULD THE IMPERIUM CARE ABOUT ANYTHING WAY OUT HERE?
LET'S GO SEE IF IT'S AS BAD AS IT LOOKS, ROVER.
SKIMMER'S STILL IN ONE PIECE, AT LEAST.
BUT THERE'S NOT MUCH IN THE WAY OF WEAPONS IF IT COMES TO PROTECTING MYSELF.
JUST A CUTTER
THIS ISN'T EXACTLY WHAT THE MANUAL TELLS YOU TO DO WITH ONE OF THESE.
DAMN THING'S NOT EVEN A QUARTER CHARGED NOT GONNA GIVE ME MANY SHOTS...

...I'LL HAVE TO MAKE THEM COUNT"
SOUTH FIELDS SECURED. NO MATCHES
SCATTERED RESISTANCE IN THE EAST PERIMETER WE SHOULD HAVE IT CLEANED UP SHORTLY
REQUESTING CLEARANCE FOR LANDING, OVER
YOUR FRIENDS HAVEN'T BEEN OVERLY COOPERATIVE...
...AND IT HASN'T GONE WELL FOR THEM
WE'RE LOOKING FOR A GENETIC ANOMALY, UNDER ORDERS FROM THE ETERNAL EMPEROR HIMSELF THE NAME SCANNED WITH THE SAMPLE WAS JASON BRYCE
WE'RE NOT LEAVING WITHOUT THE SPECIMEN, SO YOU MIGHT AS WELL SAVE YOUR OWN SKIN AND TELL US OLD MAN
I DON'T KNOW WHAT YOU'RE TALKING ABOUT
ALL RIGHT CAN'T SAY I DIDN'T GIVE YOU A CHANCE...

AAGH!
WHERE DID THAT COME FROM?
UP THERE! SOME MINER IN A SKIMMER!
RETURN FIRE! I WANT HER KNOCKED DOWN!
ISAIAH!
GET CLEAR!
BWOOM
GET HER! GET HER!
AAAAH!
=GHH!=
BRING THAT GRODMPOUNDER TO BEAR!
POSITIONS! DON'T SET UP ANY CROSSFIRES WITH YOUR LAR BOLTERS!
SHE'S JUST GOT A CUTTER! TAKE HER OUT!
=UNF!=
MR. GENE-DLAN POSITIVE!
SON OF A.
SHE'S THE ONE! SHE'S THE TARGET! SHE'S OUT! REPEAT SHE IS OUT!
BOLTERS HOLSTERED CLOSE IN! IF SHE'S I'
=AHNN=
I WANT HER ALIVE

SARA?
SARA, ARE YOU ALL RIGHT?
I DON'T
I'M NOT SURE, SAIAH
SOMETHING'S GOING ON
I FEEL
STRANGE

IS THE SPECIMEN A SUCCESS? DOES IT REPRESENT AN ADVANCE FOR MY FAMILY?
VERY WELL
HAVE IT DESTROYED, ALONG WITH THE BREEDING STOCK FROM WHICH IT RESULTED
WE'LL START AGAIN
EMPEROR HERJU? FORGIVE THE INTERRUPTION. THIS IS IMPERIUM CENTRAL COMMUNICATION
WE HAVE RECEIVED A COMMUNIQUE FROM CARCALLA FLAGSHIP OF THE CRUISER GROUP DEPLOYED TO SEREVAN
AND?
THUS FAR THE MISSION HAS FAILED. THE TARGET WAS CONFIRMED, BUT THE DRAGOONS AND MECHS MET WITH RESISTANCE AND WERE NEUTRALIZED
CARCALLA REPORTS ORBITAL BOMBARDMENT CAN COMMENCE AT YOUR COMMAND
NO
NO THAT WON'T BE NECESSARY
I'D HOPED IT COULD BE AVOIDED

BUT I'LL HAVE MY CHILDREN ATTEND TO THIS MATTER PERSONALLY

brandon
PETERSON
Story & Art

ron
MARZ
Story

dave
LANPHEAR
Letterer

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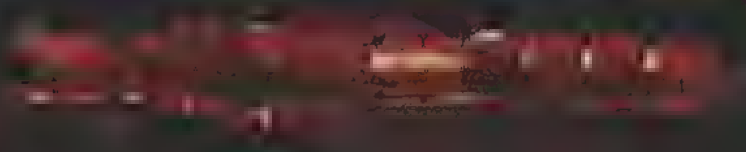
HEAVY CRUISER

Archival Data Viewer - Model 3567-976

INFORMATION OVERVIEW



Side view of Chimeran Heavy Cruiser

The Heavy Cruiser is an increasingly common sight in Imperium space, as more than 65 of the capital ships have been commissioned by the Imperial Navy since 2962 Imperial Calendar (IC). Capable of delivering 600 Heavy Insertion Dragoons (HIDs) and 150 D-15 mechs via Drop Capsule from low planetary orbit, it is the primary invasion vessel of the Imperium.

Drop Capsules are expelled along the port and starboard deploy bays, where each Drop Capsule is launched independently via its own launch tube. These tubes can hold only one Drop Capsule at a time, though they are easily refitted and restocked with additional units, typically after all invasion objectives have been met and forces have been deployed via standard personnel carrying vessels.

Heavy Cruisers employ a standard crew of 300+ in addition to any HIDs and D-15 pilots, the bulk of these personnel being engineering crews for the Drop Capsules. The total crew capacity of a Heavy Cruiser is 1,415, with most of that housed in general berths, though 25 officer's quarters are reserved for bridge crew and command personnel.

In addition to the Drop Capsule complement, these vehicles are capable of devastating hard vacuum combat. Equipped with 20 CM plastic/ceramic hybrid hard armor shells and 10 bays of paired multi-phasic heavy LAR cannons, these impressive vehicles are nearly immune to small craft LAR fire and can withstand several broadside [illegible] attacks.

Only seven Heavy Cruisers have been lost in combat, all of them from the use of [illegible] atomics.

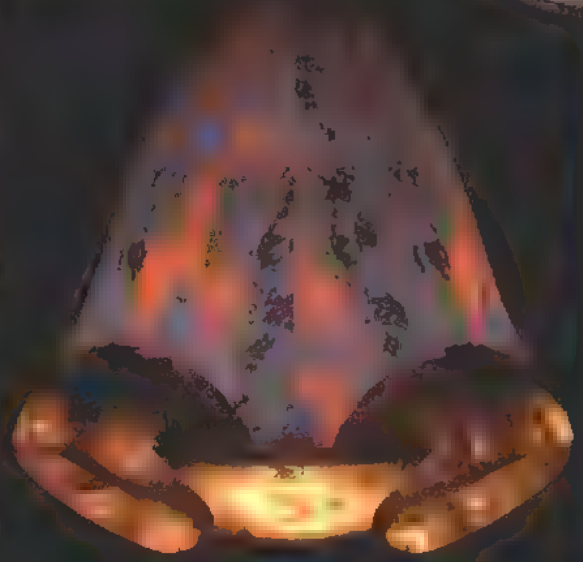
DROP CAPSULE

Archival Data Viewer - Model 3567-976

INFORMATION OVERVIEW

OBERSTF Data Systems

Drop Capsules are a standard means of deploying men and equipment in most invasion operations by Chimeran Imperial forces.
The typical payload of a Drop Capsule is six Heavy Insertion Dragoons (HIDs) and one D-15 "Groundpounder" mecha, all cargo protected by individual shock harnesses.



Side view of Drop Capsule

Launched from low orbit vessels such as Heavy Cruisers, Drop Capsules enter a planetary atmosphere, attaining supersonic speed before their momentum is slowed by the four stabilizing solid fuel rockets. Upon surface contact, these vessels automatically open from the top and begin to deploy their payloads. This rapid entry often results in heavy burning in denser atmospheres, though the heat is negated and redistributed over the surface of the Drop Capsule by the ceramic coating that is held by the capsule's alloy frame.

Drop Capsules are remotely piloted in flight from launching vessels, as the tremendous forces and burning on the capsules would make piloting from within almost impossible.

Drop Capsules contain their own individual radio transmission equipment, allowing them to be located and salvaged. Capsules are typically gathered and loaded onto transport barges after completion of an operation, returned to a spacedock facility, and refitted for further service with Imperial vessels.

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LEVEL INFRARED

CLASSIFIED: LEVEL INFRARED

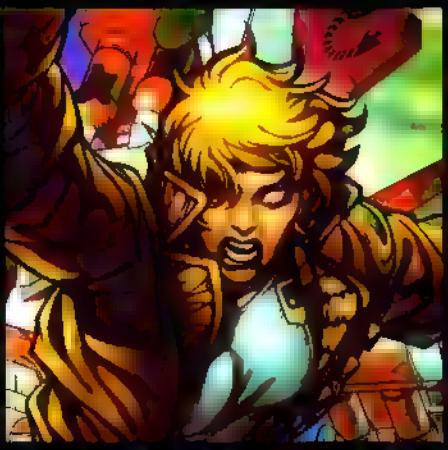
TOP SECRET

To: Eternal Emperor Herus Chimeran

From: Aurelius Chimeran

Re: Acquisition of subject (ID# 001) on Serevan, Avian Spiral Arm

Father:



Visual of subject (ID# UNK-00001)

We have entered the Tenebros jumpgate and are in transit to the Serevan jumpgate. Brok has been prepped and is in place for tactical maneuver S0FF-BC1. Valerian is resting for the upcoming energy burn cycle. I will be executing tactical maneuver ACTM-FHURG (see attached plan) unless new data supports an alternate maneuver.

I have reviewed the recorded data on the subject (ID# UNK-00001) and determined several weak points in her defensive and offensive capabilities. The chromosomal scan data shows the DNA of the subject to be strangely ordered, inconclusive, and contradictory, indicating a genetic structural integrity I've only seen partially evidenced in you and my siblings. The photon generating capabilities of UNK-00001 display an energy discharge an order of magnitude greater than that which has been generated by any other living being in our database. I concur with your analysis and agree a live capture would be optimum for research and testing.

I expect we will report our success to you in a few hours on restricted channel 001.

Your son, Aurelius Chimeran

OBERSTF Data Systems Corporation

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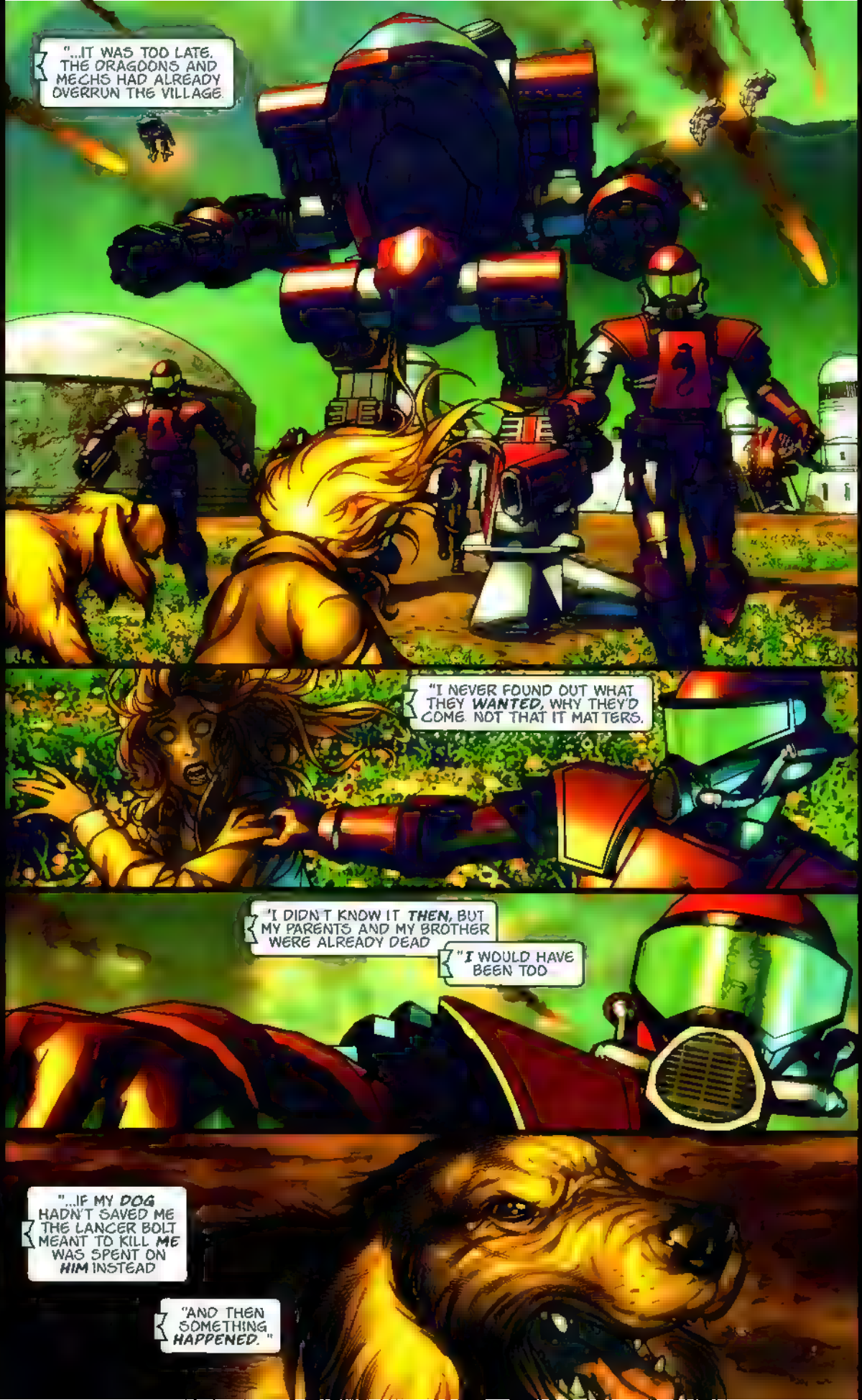
"I THOUGHT THEY WERE FALLING STARS AT FIRST

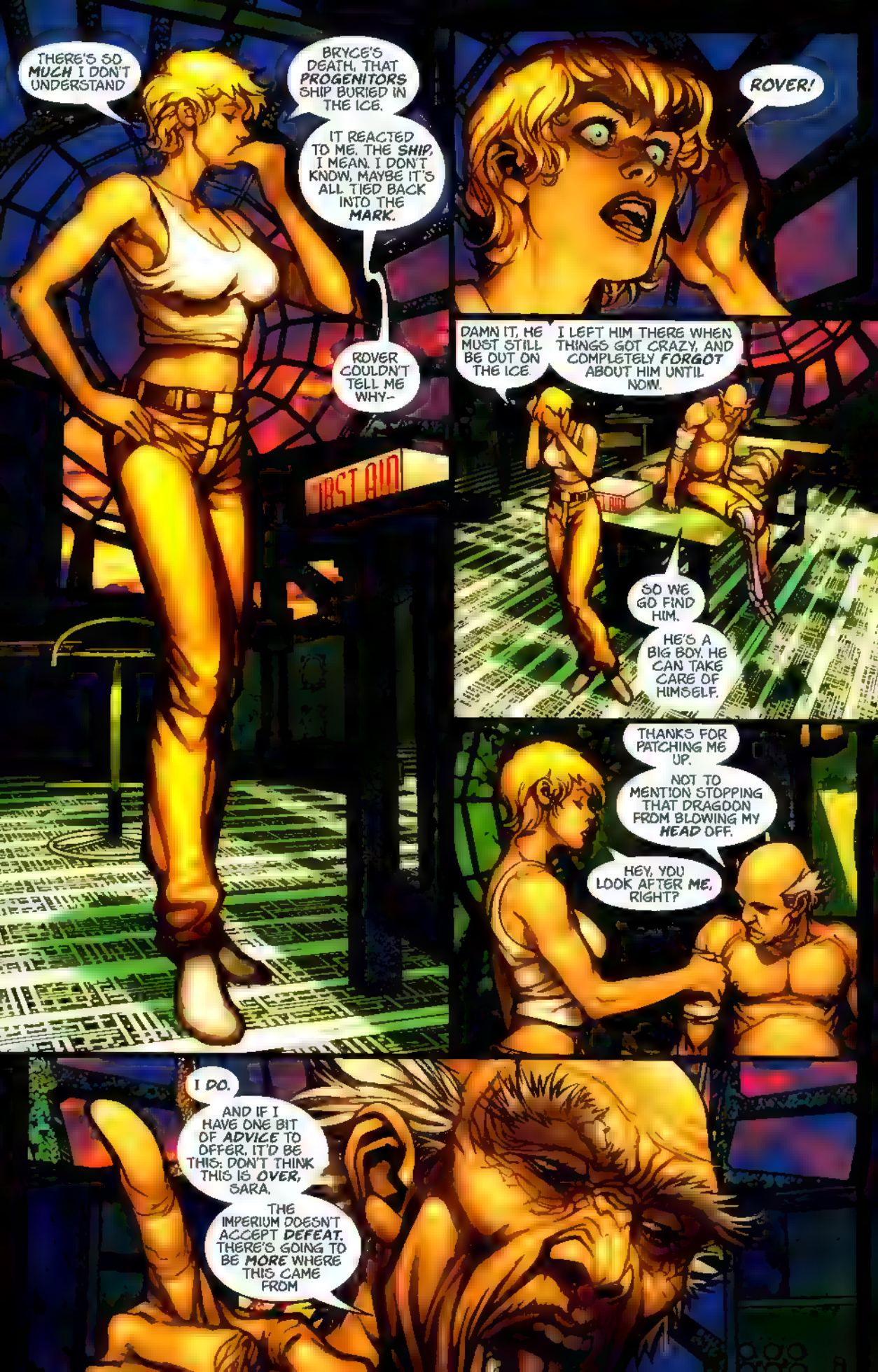
"SO I MADE A WISH.

"IT WASN'T THAT LONG AGO, BUT I WAS SO MUCH YOUNGER THEN. SO MUCH YOUNGER.
"I DIDN'T UNDERSTAND HOW LIFE WORKED. NOT LIKE I UNDERSTAND IT NOW
"I ACTUALLY MADE A WISH.
"MY FAMILY HAD MOVED TO YAMIVOL PRIME TO JOIN A FARMING COMMUNE, TO BE AS FAR REMOVED FROM THE IMPERIUM'S AUTHORITY AS POSSIBLE.
"IT WAS SO GREEN. I'D NEVER SEEN GREEN LIKE THAT, AND I'VE NEVER SEEN IT SINCE
"THERE WAS JUST A SMALL VILLAGE, A CENTER FOR THE OUTLYING FARMS. THERE WEREN'T EVEN A HUNDRED OF US.
"WHEN I REALIZED IT WASN'T FALLING STARS I WAS LOOKING AT, I RAN BACK TO FIND MY PARENTS.

"I STILL BELIEVED MY PARENTS COULD MAKE EVERYTHING ALL RIGHT
"THAT'S HOW YOUNG I WAS
"THE ONES WHO COULD WERE ALREADY FLEEING I SUPPOSE AT LEAST SOME OF THEM SURVIVED.
"YOU CAN'T BLAME THEM FOR RUNNING THEY WERE FARMERS. WHAT WERE THEY GOING TO DO AGAINST THE IMPERIUM?
"THEY HARDLY NOTICED ME WHEN THEY RUSHED PAST AND KNOCKED ME DOWN.
"I REMEMBER SOMEONE TOUCHING ME WHEN I WAS ON THE GROUND. I NEVER SAW WHO, BUT THERE WAS A TINGLING FEELING...
"...LIKE A MILD ELECTRIC SHOCK. IT FELT...NICE.
"BY THE TIME I GOT BACK TO MY FEET


"...IT WAS TOO LATE. THE DRAGOONS AND MECHS HAD ALREADY OVERRUN THE VILLAGE.
"I NEVER FOUND OUT WHAT THEY *WANTED*, WHY THEY'D COME. NOT THAT IT MATTERS.
"I DIDN'T KNOW IT *THEN*, BUT MY PARENTS AND MY BROTHER WERE ALREADY DEAD
"*I* WOULD HAVE BEEN TOO
"...IF MY *DOG* HADN'T SAVED ME THE LANCER BOLT MEANT TO KILL *ME* WAS SPENT ON *HIM* INSTEAD
"AND THEN SOMETHING *HAPPENED*."

...SOMETHING I STILL DON'T UNDERSTAND
HALF THE VILLAGE WAS GONE, AND ALL THE TROOPS
I ALWAYS LIKED DOGS.
NICE TO HAVE A SIDEKICK, YOU KNOW?
YEAH, I STILL MISS HIM.
HOLD STILL, ISAIAH. I'M NOT DONE WITH THE DRESSING.
WHAT HAPPENED ON YAMIVOL WASN'T MUCH DIFFERENT THAN WHAT JUST HAPPENED HERE. EXCEPT HERE I HAD MORE CONTROL.
IT'S OBVIOUSLY GOT TO DO WITH THIS THING ON MY BACK, WHATEVER IT IS.
ALL I KNOW IS IT WASN'T THERE BEFORE THAT DAY ON YAMIVOL.
I RAN AWAY FROM YAMIVOL. I'VE BEEN RUNNING EVER SINCE.
EVEN BEING HERE ON SEREVAN IS RUNNING.
BUT I THINK THINGS HAVE CAUGHT UP WITH ME.
...I THINK I BROUGHT THIS DOWN ON THE MINING COLONY.
YOU CAN'T BLAME YOURSELF, SARA.
YOU DON'T HAVE ANY CONTROL OVER WHAT'S HAPPENING.
HOW DID THE IMPERIUM EVEN FIND ME?
I'VE ALWAYS BEEN SO CAREFUL TO MASK MY SIG.

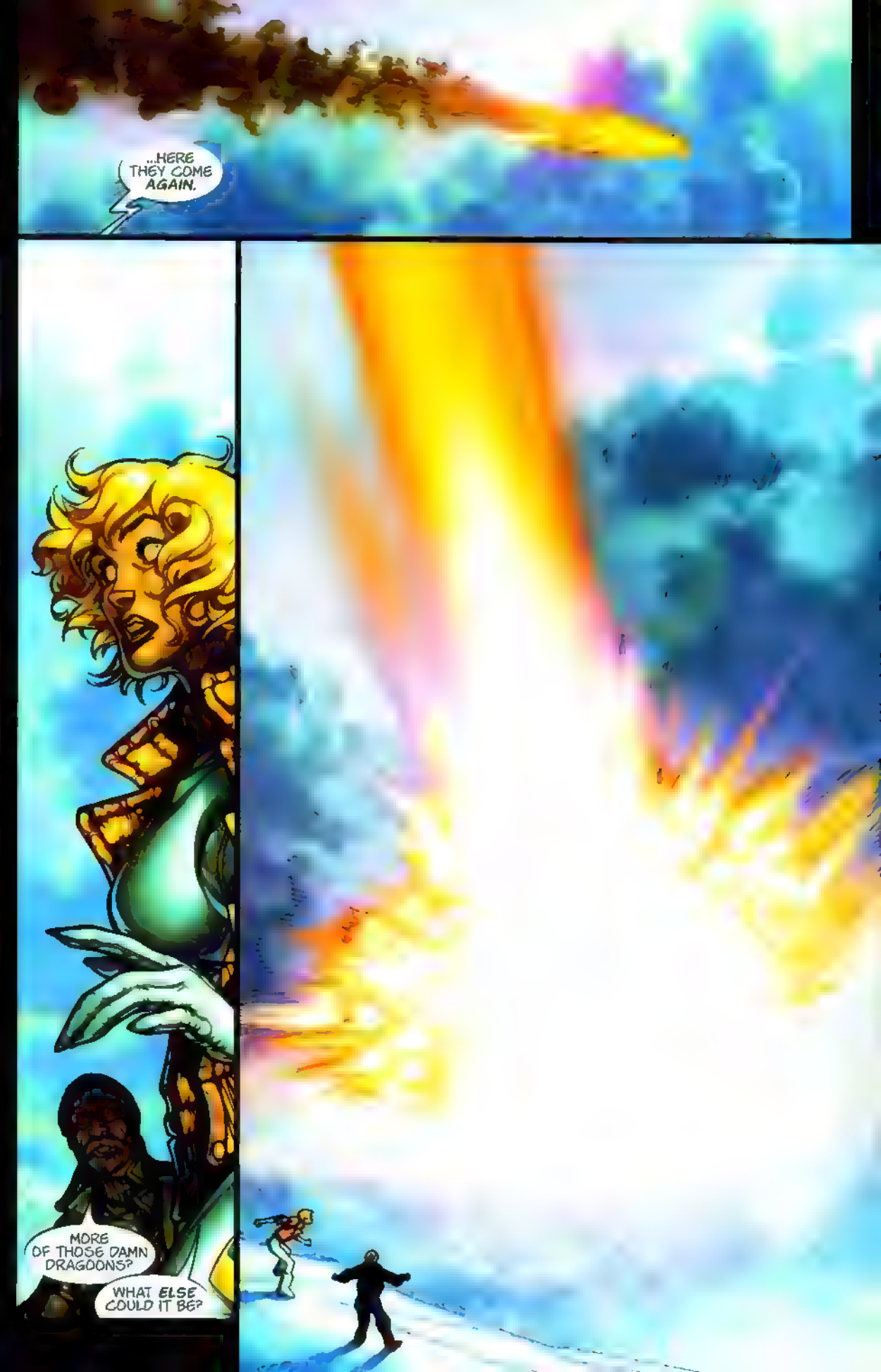

THERE'S SO MUCH I DON'T UNDERSTAND
BRYCE'S DEATH, THAT PROGENITORS SHIP BURIED IN THE ICE.
IT REACTED TO ME. THE SHIP, I MEAN. I DON'T KNOW, MAYBE IT'S ALL TIED BACK INTO THE MARK.
ROVER COULDN'T TELL ME WHY--
ROVER!
DAMN IT, HE MUST STILL BE OUT ON THE ICE.
I LEFT HIM THERE WHEN THINGS GOT CRAZY, AND COMPLETELY FORGOT ABOUT HIM UNTIL NOW.
SO WE GO FIND HIM.
HE'S A BIG BOY. HE CAN TAKE CARE OF HIMSELF.
THANKS FOR PATCHING ME UP.
NOT TO MENTION STOPPING THAT DRAGDON FROM BLOWING MY HEAD OFF.
HEY, YOU LOOK AFTER ME, RIGHT?
I DO.
AND IF I HAVE ONE BIT OF ADVICE TO OFFER, IT'D BE THIS: DON'T THINK THIS IS OVER, SARA.
THE IMPERIUM DOESN'T ACCEPT DEFEAT. THERE'S GOING TO BE MORE WHERE THIS CAME FROM

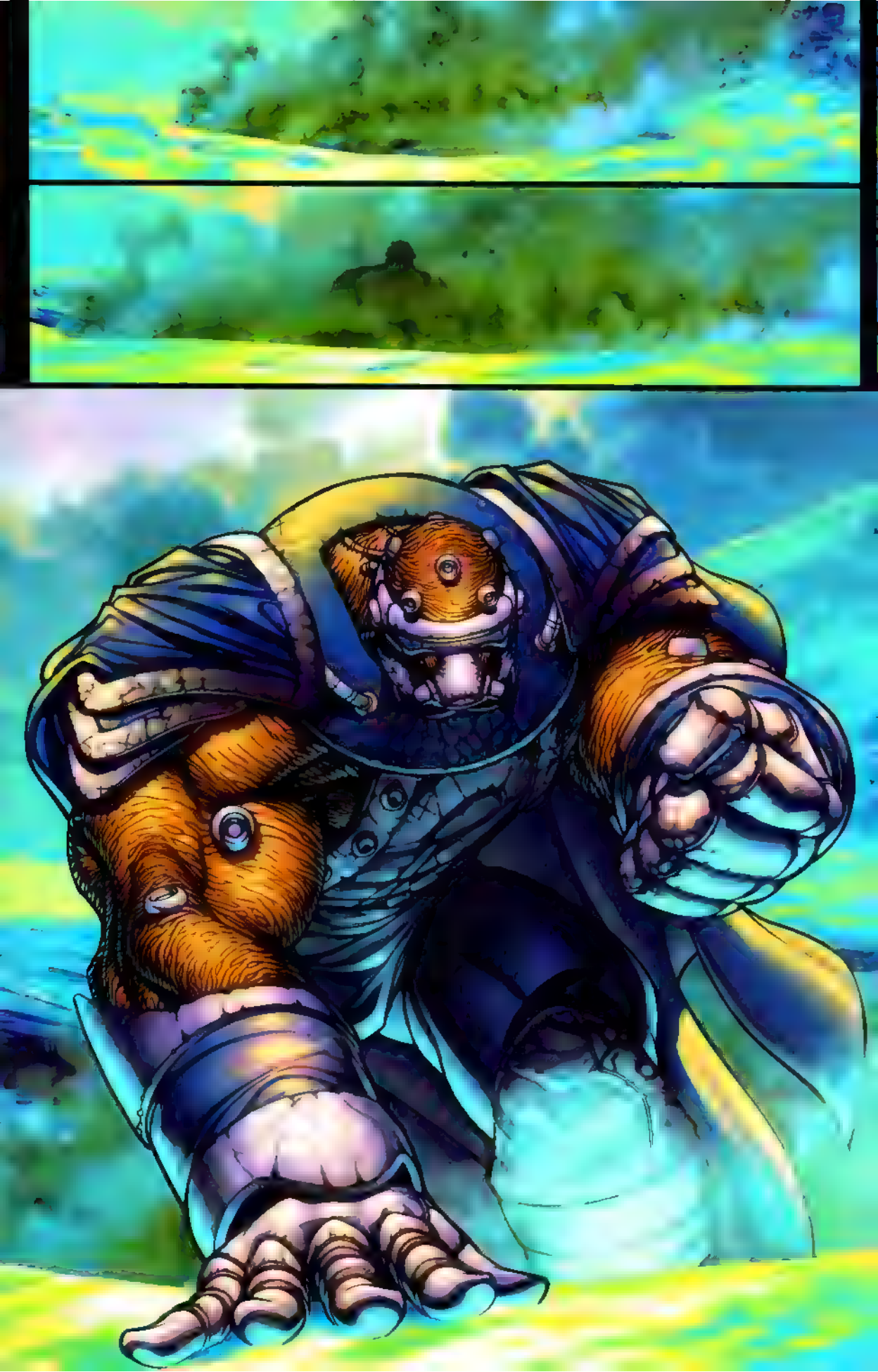
"STILL NO AUDIO OR VISUAL CONTACT WITH THE INSERTION UNITS, ADMIRAL VELPY NO ONE IS REPLYING, SIR
...IT'S JUST DEAD AIR.
IT SHOULDN'T BE POSSIBLE
HOW COULD ONE WOMAN NEUTRALIZE AN ENTIRE STRIKE FORCE OF DRAGOONS AND MECHS?
OPEN RESTRICTED CHANNEL 001 TO TENEBROS IMPERIAL CENTER
WE NEED TO UPDATE THE EMPEROR
CHANNEL OPEN, SIR
ETERNAL EMPEROR, ADMIRAL VELPY ABOARD THE CARCALLA IN SEREVAN ORBIT
FORGIVE THE NEWS I MUST DELIVER TO YOU.
WE HAVE YET TO POSITIVELY IDENTIFY THE WOMAN WHOSE GENETIC SCAN WAS INITIALLY REGISTERED AS THAT OF "JASON BRYCE."
WE'RE ALSO STILL UNABLE TO MAKE CONTACT WITH ANY OF OUR GROUND TROOPS, AND I AM NOT HOPEFUL OF SUCCESS WITH ANY ENSUING INSERTIONS.
WE ARE STANDING BY FOR AN ORBITAL NUCLEAR STRIKE AT YOUR COMMAND
NO, ADMIRAL.

THAT WOULD BE MOST PREMATURE
I HAVE NOT COME SO CLOSE TO OBTAINING MY MISSING L.NK TO SEE IT DISAPPEAR IN NUCLEAR FIRE.
I HAVE DISPATCHED MY CHILDREN TO TAKE CONTROL OF THE SITUATION. THEY WILL ARRIVE SHORTLY.
NOTHING WILL STOP ME FROM COLLECTING WHAT I DESIRE, ADMIRAL.
UNDERSTOOD, SIR
I'LL AWAIT THE PROGENY'S ARRIVAL.
VELPY OUT.
DEET
NOTH NG WILL STOP ME

"...THREE HEAVY CRUISERS..."
...THREE OF 'EM! THAT'S WHAT I HEARD.
AND THEY'RE STILL IN GEO-SYNCH ORBIT, WAITING TO SQUASH US WHENEVER THEY FEEL LIKE IT.
WHAT THE HELL'S SO IMPORTANT WAY OUT HERE THAT IT RATES THREE HEAVY CRUISERS?
I HEARD ONE OF THE DRAGOONS SAY THEY WERE LOOKING FOR SOMEBODY NAMED BRYCE.
I DON'T KNOW ANY BRYCE.
NO...
...I'M PRETTY SURE THEY WERE LOOKING FOR ME.
WHY YOU, JANNING?
JASON BRYCE WAS A ROOKIE FRESH OFF THE MEAT WAGON. BUT HE'S DEAD.
WHAT HE'S GOT TO DO WITH ANYTHING, I DON'T-
HEADS UP!
SOMETHING'S MOVING OVER HERE!

ROVER
GLAD YOU'RE STILL IN ONE PIECE AMONG THIS MESS.
ALL RIGHT, SO HOW DOES BRYCE FIT IN TO ALL THIS?
UNLESS...
HE MUST'VE COPPED MY DNA PRINT
HE GAVE THE GENE SNIFFERS MY SIG INSTEAD OF HIS OWN.
THAT'S HOW THEY FOUND ME.
AT THIS POINT, WHO CARES WHY THEY RE EVEN HERE?
I JUST WANNA FIND A WAY OFF THIS ICE BALL BEFORE THE IMPERIUM DECIDES TO COME BACK AND FINISH THE JOB.
HOW? NO FUNCTIONING TRANSPORTS OR BARGES, AND THE TRAWLERS SURE CAN'T GO ORBITAL.
SARA.
UP THERE
OH, NO...


...HERE THEY COME AGAIN.
MORE OF THOSE DAMN DRAGOONS?
WHAT ELSE COULD IT BE?



WHO
...WHAT...
IS IT?
THE EMPEROR'S SENT OUT HIS PROGENY.
MAYBE YOU DON'T UNDERSTAND YOUR POWER
..BUT YOU'RE GOING TO NEED ALL OF IT TO EVEN KEEP UP WITH THAT.
I'M SUPPOSED TO GO AGAINST THAT?
I DON'T THINK YOU'RE GOING TO HAVE A CHOICE.
WAIT, WHAT'S THAT SOUND?
IT'S COMING FROM OVER THERE
. NO, THERE...
. NO...
HIGH PITCHED...

..LIKE THE WIND.
AHFF!
ANOTHER ONE?
LUCKY YOU.
YOU'VE GOT MY FATHER'S ATTENTION.

WHAT'S THE EMPEROR WANT WITH *ME?*

I DON'T EVEN *CARE*, TO TELL YOU THE TRUTH.

PROBABLY SOMETHING TO DO WITH A DISSECT.ON TABLE. IT USUALLY IS.

I'M THROUGH *RUNNING.*

*WE'RE NOT HERE TO **TAUNT** HER, VALERIAN, WE'RE HERE TO CAPTURE HER. GET ON WITH IT*

FINE. YOU NEVER LET ME HAVE ANY *FUN,* AURELIUS.

YOU'RE JUST JEALOUS BECAUSE FATHER LIKES *ME* BETTER.

THERE.

HAPPY?

UFF!

NOT YET

BROK, CLOSE WITH THE TARGET AND BEGIN STANDARD OFFENSIVE

HRRK!

MY DEAR BROTHER, WHAT YOU LACK IN **STYLE...**

...OR REALLY **ANY** COGNITIVE ABILITY WHATSOEVER. .

...YOU TRULY *DO* MAKE UP FOR IN BRUTE STRENGTH.

FMMP

I THINK THAT SHOULD BE **MORE** THAN SUFFICIENT

ALL FATHER'S INTERESTED IN IS THE GENETIC MATERIAL

COLLECT WHATEVER'S **LEFT** AND WE CAN-

VALERIAN, AM I **SEEING** THIS PROPERLY?

WELL, **THAT'S** AN INTERESTING TURN.

SO NOW WE KNOW *YOU* CAN DISH IT OUT.

AND WE KNOW I CAN *TAKE* IT

LET'S FIND OUT IF *YOU* CAN TAKE IT

THIS IS BECOMING MORE OF AN EFFORT THAN I'D CALCULATED

AND I *DON'T* WANT HER UNLEASHING THE KIND OF BARRAGE THE DRAGOONS ABSORBED

VALERIAN, KEEP HER OCCUPIED WHILE BROK MOVES INTO POSITION.

@Aurelius

STRAFING MANEUVER

WAY AHEAD OF YOU, BIG BRAIN.

SMUG *PRIG.*

WE DO ALL THE WORK AND FATHER GIVES YOU ALL THE CREDIT

@Aurelius

HUSH, VALERIAN. I'M *THINKING.*

WHUH?

GOOD BOY, BROK.

I THINK EVEN *YOU* CAN FIGURE OUT THE REST FROM HERE. AND NO NEED TO BE *TOO* CAREFUL

@Aurelius

OH, I *SERIOUSLY* DOUBT THAT

@Aurelius

..JUST LEAVE ENOUGH TO FILL A *TEST TUBE.*

WITHDRAW

EXCELLENT, BROK.

BUT THERE'S NOTHING LIKE BEING *THOROUGH,* IS THERE?

WHRAM
WHRAM
SHE'S DOWN FOR GOOD

AND SHE'S STILL IN ONE PIECE.
HM.
I HADN'T EXPECTED THAT.
THIS ONE REALLY IS SOMETHING OUT OF THE ORDINARY I CAN'T WAIT TO GET HER ON THE TABLE.
NOW..

PICK HER UP AND BRING HER BACK HERE TO THE SHIP.
GENTLY, LITTLE BROTHER

PERHAPS YOU'RE LEARNING, BROK.
YOU DIDN'T BREAK ANYTHING THIS TIME
OPEN SECURE CHANNEL 001.
BEEP
FATHER, THIS IS AURELIUS. OUR MISSION ON SEREVAN IS COMPLETE.
THE SUBJECT IS RELATIVELY UNDAMAGED AND MY SIBLINGS WERE UNHARMED
WE'LL HAVE THE SUBJECT LOADED AND PREPPED FOR TRANSIT TO TENEBROS SHORTLY
Secure Channel 001
WELL DONE, MY SON...

I AM MOST PLEASED WITH YOUR SUCCESS.
HOWEVER YOUR PRESENCE ON TENEBROS IS UNNECESSARY
KEEP THE SUBJECT ON SEREVAN, MONITORED AND UNDER RESTRAINT
I AM ON BOARD THE TRIUMPHANT
". AND LEAVING TENEBROS ORBIT NOW I'M COMING TO YOU."

brandon
PETERSON
Story & Art

ron
MARZ
Story

dave
LANPHEAR
Letterer

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CHIMERAN PROGENY

Archival Data Viewer - Model 3567-976

INFORMATIONAL OVERVIEW

The Progeny of Eternal Emperor Horus Chimeran are among the most important historical figures of the last 1000 years. Extensively utilized by the Emperor, they have been key in the growth of the Imperium, often taking the roles of political and military leaders.

The Chimeran bloodline has unique propensities that have been developed by science and breeding for hundreds of years. The Progeny of the Emperor often display extreme abilities beyond those of normal men, which are unexplainable by even the highest realms of science. The current Progeny display such abilities.

Brok Chimeran is the youngest of the current Progeny at 24 years old. His natural abilities have been aided by technological implants and surgical modifications, making his strength and durability unparalleled by any known living being. He has shown the ability to dead lift 100 metric tons and survive suborbital freefall and impact unaided.

Valerian Chimeran is a middle child of the current living Progeny, now 76 years old. Her reflexes and metabolism are many times normal, granting her the ability to run at speeds of 100 km/hour and exhibit inhuman dexterity.

Aurelius Chimeran is the oldest of the current Progeny at 138 years. He has shown an amazing intellect and superb sensory ability, with an IQ estimated at over 400. He is the assumed Imperial successor.

The Progeny, from top to bottom: Brok, Valerian, and Aurelius Chimeran

OBERON Data Systems Corporation

TRIUMPHANT, THE

Archival Data Viewer - Model 3567-976

INFORMATIONAL OVERVIEW

The Triumphant is the flagship of the Chimeran Imperial Navy. Construction was started in 2995 IC (Imperial Calendar) at the Tenebros Imperial Shipyards, where it was completed in 3002 IC. The craft was commissioned in 3003 IC. The Triumphant has a standard crew of 2032, a great part of that being engineering crews that maintain the Neutronic Particle Cannon (NPC), a weapon unique in all the Imperial Navy. The NPC was first theorized and developed in 2952 IC by Dr. Cristof Garcia of the Origamin Institute of Physics. It is a powerful anti-biological device, fueled by the deutrium and tritium fusion engine on board the Triumphant.

A typical fusion engine (see Fusion Power) gives off highly energetic free neutrons that are normally lost. With the NPC, these neutrons are gathered and accelerated via an on-board particle accelerator, held by gravitic stabilizers until the particles are released in a highly concentrated form via the two forward arrays. The release of this energy is targeted, and at the optimum firing range of 1000 KM, can be spread across a 900 square KM area at an intensity of 100 Sieverts, 10 times the lethal dosage for humans with 100 times the penetration of alpha, beta, gamma or x-ray particles.

FOR IMPERIAL EYES ONLY

Archival Data Viewer - Model 2234-614

LEVEL INFRARED

CLASSIFIED: LEVEL INFRARED

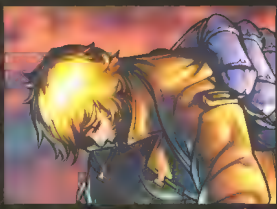
TOP SECRET

To: Eternal Emperor Herus Chimeran

From: Aurelius Chimeran

Re: Acquisition of subject Sara Janning on Serevan, Avian Spiral Arm

Father:



Visual of Sara Janning

Valerian, Brok and I arrived on Serevan and subdued the Sara Janning subject. Study of her genetic structure has already begun.

Visual of gene sequence

I am amazed at the high energy levels I am encountering with the subject, which likely explain how she was able to destroy the initial deployment of Heavy Insertion Dragoons (HIDs) and D-15 mechs. How she was able to escape detection for so long in the Imperium is still a mystery, but this desolate mining world seems to have served well in hiding her attributes.

I am most intrigued by the subject's gene sequencing, which emits an energy that obstructs our instruments and scans. She remains confined and under constant sedation as per your orders. I will finish my initial field lab work and await your arrival.

Your Son: Aurelius Chimeran

Justin Ponsor guest sketch of Sara and Rovar

OBERSTAR Data Systems Corporation

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MMHMM
WHAT
WHERE
WHERE AM I

AND WHO ARE YOU?
I'M GLAD YOU COULD JOIN ME HERE
THIS IS A PRIVATE PLACE VERY FEW HAVE EVER VISITED
AND WHERE WOULD THAT BE?
LAST I REMEMBER, I WAS ON SEREVAN AND THESE FREAKS WERE TRYING TO KILL ME
MY CHILDREN, YES THEY CAN SOMETIMES BE A BIT OVERZEALOUS I APOLOGIZE FOR THEIR BEHAVIOR
AS FOR THIS...
IT IS THE CHIMERAN IMPERIUM
OR AT LEAST A REPRESENTATION OF IT.
AS YOU CAN SEE, I LIKE TO THINK OF IT AS A VILLAGE...

AND WHO ARE YOU?
AH. YOU'RE AWAKE.
MOST EXCELLENT
I AM VERY PLEASED TO MEET YOU, SARA. I AM ETERNAL EMPEROR HERUS CHIMERAN.
WELCOME.
I'M GLAD YOU COULD JOIN ME HERE.
THIS IS A PRIVATE PLACE VERY FEW HAVE EVER VISITED
AND WHERE WOULD THAT BE?
LAST I REMEMBER, I WAS ON SERVAN AND THESE FREAKS WERE TRYING TO KILL ME
MY CHILDREN, YES THEY CAN SOMETIMES BE A BIT OVERZEALOUS. I APOLOGIZE FOR THEIR BEHAVIOR.
AS FOR THIS...
...IT IS THE CHIMERAN IMPERIUM
OR AT LEAST A REPRESENTATION OF IT.
AS YOU CAN SEE, I LIKE TO THINK OF IT AS A VILLAGE.
EACH HOUSE A WORLD THAT HAS COME UNDER MY BANNER
QUITE PICTURESQUE, ISN'T IT?
I GUESS
SO WHY BRING ME HERE?
WHAT DO YOU WANT?

AH, YOU'RE AWAKE.
MOST EXCELLENT
I AM VERY PLEASED TO MEET YOU, SARA I AM ETERNAL EMPEROR HERJS CHIMERAN.
WELCOME
EACH HOUSE A WORLD THAT HAS COME UNDER MY BANNER
QUITE PICTURESQUE, ISN'T IT?
I GUESS
SO WHY BRING ME HERE?
WHAT DO YOU WANT?

VITAL SIGNS WITHIN ACCEPTABLE PARAMETERS.
...WHICH IS QUITE SHOCKING IN ITSELF CONSIDERING THE BEATING SHE TOOK AT YOUR HANDS, BROK
BUT WITH WHAT I'M LEARNING ABOUT HER GENETIC SEQUENCING, I SUPPOSE ANYTHING IS POSSIBLE
IT'S AS IF HER ENTIRE GENETIC STRUCTURE HAS BEEN REWRITTEN.
PERFECTED.
YOU'RE RELAYING YOUR FINDINGS TO FATHER, AURELIUS?
BROK IS THE STUPID ONE, VALERIAN. NOT ME
YES, I'M RELAYING THIS TO FATHER. I'M NOT SURE HOW SHE CAME TO BE THIS WAY
BUT I AM SURE SARA JANNING IS EXACTLY WHAT FATHER'S BEEN LOOKING FOR
THEN WITH FATHER PICKING THROUGH HER MIND RIGHT NOW...
SHE'S AS GOOD AS OURS.

YOU ARE A VERY SPECIAL INDIVIDUAL, SARA.
UNIQUE AMONG ALL MY SUBJECTS
YOU HAVE BEEN MARKED, AND THAT MARK HAS CHANGED YOU
IT HAS COMPLETED YOU
SOMEHOW IT HAS FILLED IN THE GAPS OF YOUR GENETIC SEQUENCE AND MADE YOU THE PINNACLE OF WHAT HUMANKIND CAN HOPE TO BE
YOU ARE THE END RESULT OF HUMAN EVOLUTION
THUS THESE ABILITIES YOU HAVE DISPLAYED, THE POWER AT YOUR DISPOSAL.
MIRACULOUS
BUT
...I STILL DON'T UNDERSTAND HOW IT HAPPENED
WE WILL
MY FAMILY HAS RULED THE IMPERIUM FOR MILLENNIA THROUGH GENETIC SUPERIORITY
WE HAVE BECOME GODS. EVEN IMMORTALITY COULD BE WITHIN OUR GRASP
WE NEED ONLY THE SECRETS YOU POSSESS, SARA
WE CAN STUDY YOU, AND GLEAN THE ANSWERS THAT HAVE ELUDED US
YOU COULD BE PART OF THIS.
YOU COULD BE ONE OF US
YOU COULD RULE WITH US

DO YOU UNDERSTAND WHAT I'M OFFERING YOU?
I UNDERSTAND YOU AND YOUR EMPIRE KILLED MY PARENTS, SLAUGHTERED MY ENTIRE VILLAGE
AND YOU EXPECT ME TO JOIN YOU?
I DON'T KNOW WHAT I'VE BECOME. BUT YOU'LL NEVER GET ANY BENEFIT FROM IT.
I'M SORRY YOU FEEL THAT WAY
THIS COULD HAVE BEEN MUCH EASIER.
EYAAH!
JOIN ME, SARA
OR FACE OBLIVION.
I'LL DIE FIRST!
EYAAH!

SHE'S AWAKE
NO.
NO. THAT'S NOT POSSIBLE.
I PUMPED HER FULL OF ENOUGH DRUGS TO KEEP HER COMATOSE UNTIL-
DADDY'S GOING TO BE MAD
SPAK
TINK
BWOOM

WHAT ARE YOU TWO DOING HERE?
ROVER HERE TRACKED YOU.
PUT ME DOWN, BOY
YOU LOOK LIKE YOU'RE IN PRETTY GOOD SHAPE FOR SOMEONE WHO TANGLED WITH THE PROGENY
THE GOOD NEWS IS THAT THE EMPEROR'S BRATS AREN'T GOING TO BE A PROBLEM ANYMORE.
THE BAD NEWS IS THAT THE EMPEROR IS.
HE'S COMING HERE FOR ME.
AND I DON'T THINK HE'S THE TYPE TO SPARE ANYONE WHO GETS IN HIS WAY
THERE AREN'T A WHOLE LOT OF OPTIONS LEFT TO US, SARA. US OR THE REST OF THE SURVIVORS.
WE'VE GOT NO WAY OFF PLANET. ALL THE TRANSPORTS HAVE BEEN DESTROYED

"ETERNAL EMPEROR? ALL COMMUNICATIONS WITH THE PROGENY WERE JUST LOST

AND SURFACE SENSORS HAVE REGISTERED AN EXPLOSION AT THEIR LAST LOCATION
DAMN HER
I *WILL* HAVE THE WOMAN ON A TENEBROS DISSECTING TABLE
I'LL POSSESS HER SECRETS EVEN IF I HAVE TO COLLECT THEM FROM HER *CORPSE!*
CHARGE AND TARGET THE NEUTRONIC PART.CLE CANNON
WE'LL SPLIT SEREVAN *IN HALF.*

NEVER WOULD'VE MADE IT ALL THE WAY OUT HERE WITHOUT ROVER CARRYING US...
..BUT I STILL THINK THIS IS A LONG SHOT.
WHY?
THE PROGENITORS' SHIP RESPONDED TO YOU ONCE, WHY WOULDN'T IT RESPOND AGAIN?
OPENING A DOOR IS ONE THING..
WHICH HOPEFULLY I CAN DO AGAIN, OR THIS IS REALLY A FOOL'S ERRAND..
BUT ACTUALLY GETTING THIS THING UP AND RUNNING IS SOMETHING ELSE ENTIRELY.
EASY FOR YOU TO SAY.

NEVER WOULD'VE MADE IT ALL THE WAY OUT HERE WITHOUT ROVER CARRYING US.
...BUT I STILL THINK THIS IS A LONG SHOT.
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...BUT ACTUALLY GETTING THIS THING UP AND RUNNING IS SOMETHING ELSE ENTIRELY.
WELL.
...AT LEAST WE'RE IN.
THE BRIDGE
...THAT'S WHAT I THINK IT WAS.
...WAS THIS WAY
SARA, WHATEVER THAT MARK IS, IT'S OBVIOUSLY GIVEN YOU THE ABILITY TO ACCESS AND MANIPULATE LIGHT ENERGY.
IT SEEMS THAT'S THE SAME ENERGY THAT RUNS THIS SHIP
YOU SHOULD BE ABLE TO PLUG RIGHT IN
EASY FOR YOU TO SAY
SO.
...WHAT DO I DO?
...JUST CONCENTRATE!
WHOA...
...DID I MAKE THAT HAPPEN?
SEREVAN
SIX HEAVY CRUISERS IN ORBIT. AND THAT MUST BE THE EMPEROR'S SHIP.
ALL RIGHT. WE'RE NO GOOD TO ANYONE IF WE'RE STILL STUCK IN THE ICE
IF I REALLY AM JACKED INTO THE SHIP

WELL . .
. .AT LEAST WE'RE *IN*.
THE BRIDGE
. . .THAT'S WHAT I *THINK* IT WAS.
WAS THIS WAY
SARA, WHATEVER THAT *MARK* IS, IT'S OBVIOUSLY GIVEN YOU THE ABILITY TO ACCESS AND MANIPULATE *LIGHT ENERGY*.
IT SEEMS THAT'S THE *SAME* ENERGY THAT RUNS THIS SHIP.
YOU SHOULD BE ABLE TO PLUG RIGHT IN.
SO.
WHAT DO I *DO*?
WHOA
. . .DID I MAKE THAT HAPPEN?
SEREVAN
SIX HEAVY CRUISERS IN ORBIT, AND *THAT* MUST BE THE EMPEROR'S SHIP.
ALL RIGHT, WE'RE NO GOOD TO *ANYONE* IF WE'RE STILL STUCK IN THE ICE
IF I REALLY *AM* JACKED INTO THE SHIP

"...LET'S SEE IF I CAN BRING IT UP."

THAT MUST BE US.
THE SHIP'S RESPONDING TO ME. ALL I HAVE TO DO IS THINK IT...
"...JUST AS SOON AS WE PICK UP THE SURVIVORS BACK AT THE BASE."
"ADMIRAL VELPY, WE'RE PICKING UP AN OBJECT LEAVING THE PLANET'S SURFACE..."
..A LARGE OBJECT
TACTICAL, WHAT ARE WE LOOKING AT?
THE CONFIGURATION DOESN'T MATCH ANY SHIP ON FILE, SIR
I'VE NEVER SEEN ANYTHING LIKE IT. NOT EVEN REMOTELY.

THAT MUST BE US
THE SHIP'S RESPONDING TO ME. ALL I HAVE TO DO IS THINK IT
AND IT HAPPENS.
SO WHAT ARE YOU THINKING?
WE'RE GOING TO GET OFF THIS ICE BALL.
"...JUST AS SOON AS WE PICK UP THE SURVIVORS BACK AT THE BASE."
"ADMIRAL VELPY. WE'RE PICKING UP AN OBJECT LEAVING THE PLANET'S SURFACE."
...A LARGE OBJECT.
TACTICAL, WHAT ARE WE LOOKING AT?
THE CONFIGURATION DOESN'T MATCH ANY SHIP ON FILE, SIR.
I'VE NEVER SEEN ANYTHING LIKE IT NOT EVEN REMOTELY.
BRING IT UP, THEN
LET'S ALL HAVE A LOOK.
WHAT IN THE EMPEROR'S NAME IS THAT?
IT'S HUGE.
CONTACT THE OTHER CRUISERS IN THE BATTLE GROUP. TIGHT FORMATION AROUND THE TRIUMPHANT WHILE IT READIES THE NPC. ALL LAR CANNONS CHARGED FOR CAPACITY.
I WANT THAT THING REDUCED TO WRECKAGE BEFORE IT GETS ANYWHERE NEAR THE EMPEROR'S SHIP.

AND IT HAPPENS.
SO WHAT ARE YOU THINKING?
WE'RE GOING TO GET OFF THIS ICE BALL.
BRING IT UP, THEN.
LET'S ALL HAVE A LOOK.
WHAT IN THE EMPEROR'S NAME IS THAT?
IT'S HUGE.
CONTACT THE OTHER CRUISERS IN THE BATTLE GROUP. TIGHT FORMATION AROUND THE TRIUMPHANT WHILE IT READIES THE NPG. ALL LAR CANNONS CHARGED FOR CAPACITY.
I WANT THAT THING REDUCED TO WRECKAGE BEFORE IT GETS ANYWHERE NEAR THE EMPEROR'S SHIP.

GB: Heavy Cruiser Carcetta CLS-2123
ALL SHIPS, LOCK ON AGGRESSOR AND FIRE AT WILL.
I THINK THEY'VE NOTICED US.
THE WOMAN
I MUST BE
"...BUT I THINK I'M STARTING TO GET THE HANG OF THIS NOW."
GONE...
AN ENTIRE HEAVY CRUISER REDUCED TO WRECKAGE!
SHIELDS TO MAXIMUM
GB: Heavy Cruiser Carcetta CLS-2123
IT'S MAKING ANOTHER PASS! EVASIVE ACTION!

[GD] Heavy Cruiser Cercelle C.S.S. 2203
ALL SHIPS, LOCK ON AGGRESSOR AND FIRE AT WILL.
I THINK THEY'VE NOTICED US
THE WOMAN... MUST BE
RETARGET THE PARTICLE CANNON ON THAT SHIP
I WANT HER DEAD
OBVIOUSLY, THEY'RE NOT LETTING US GO WITHOUT A FIGHT...
BUT I THINK I'M STARTING TO GET THE HANG OF THIS NOW.
[GD] Heavy Cruiser Cercelle C.S.S. 2203
WHAT KIND OF WEAPON WAS THAT?!
[GD] Heavy Cruiser Cercelle C.S.S. 2203
WE'RE BREACHED! HULL INTEGRITY LOST!
[GD] Heavy Cruiser Cercelle C.S.S. 2203
WE'RE BREAKING UP! WE'RE BREAK...
[GD] Heavy Cruiser Cercelle C.S.S. 2203
GETA? GETA, PLEASE RESPOND!
GONE... AN ENTIRE HEAVY CRUISER REDUCED TO WRECKAGE!
SHIELDS TO MAXIMUM
[GD] Heavy Cruiser Cercelle C.S.S. 2203
IT'S MAKING ANOTHER PASS! EVASIVE ACTION!
[GD] Heavy Cruiser Neryn C.S.S. 2202
DIRECT HIT AMIDSHIPS TO BOTH US AND THE RANNER!
[GD] Heavy Cruiser Neryn C.S.S. 2202
HEAVY DAMAGE ON DECKS SEVEN THRO...
THREE DOWN...

RETARGET THE PARTICLE CANNON ON THAT SHIP
I WANT HER DEAD
OBVIOUSLY, THEYRE NOT LETTING US GO WITHOUT A FIGHT...
WHAT KIND OF WEAPON WAS THAT?!
WE'RE BREACHED! HULL INTEGRITY LOST!
WE'RE BREAKING UP! WE'RE UHCPXK...
GETA? GETA, PLEASE RESPOND!
DIRECT HIT AMIDSHIPS TO BOTH US AND THE RANNER!
HEAVY DAMAGE ON DECKS SEVEN THROUGH
THREE DOWN.

"... THREE TO GO"
THE BELGARAD AND THE TAURNUS ARE BREAKING UP!
WE'RE HIT! ALL HANDS TO LIFE PODS! ABANDON
THE ONE THAT'S LEFT...
THAT MUST BE THE EMPEROR'S SHIP"
AAAH!!
SARA!
WHAT IS IT?
HE'S IN MY MIND AGAIN
IF YOU BELIEVE YOU CAN IMPLY REFUSE THE EMPEROR
THINK NO ESCAPE FROM ME
NO! EVEN IN DEATH
MAYBE I WON'T SURVIVE THIS

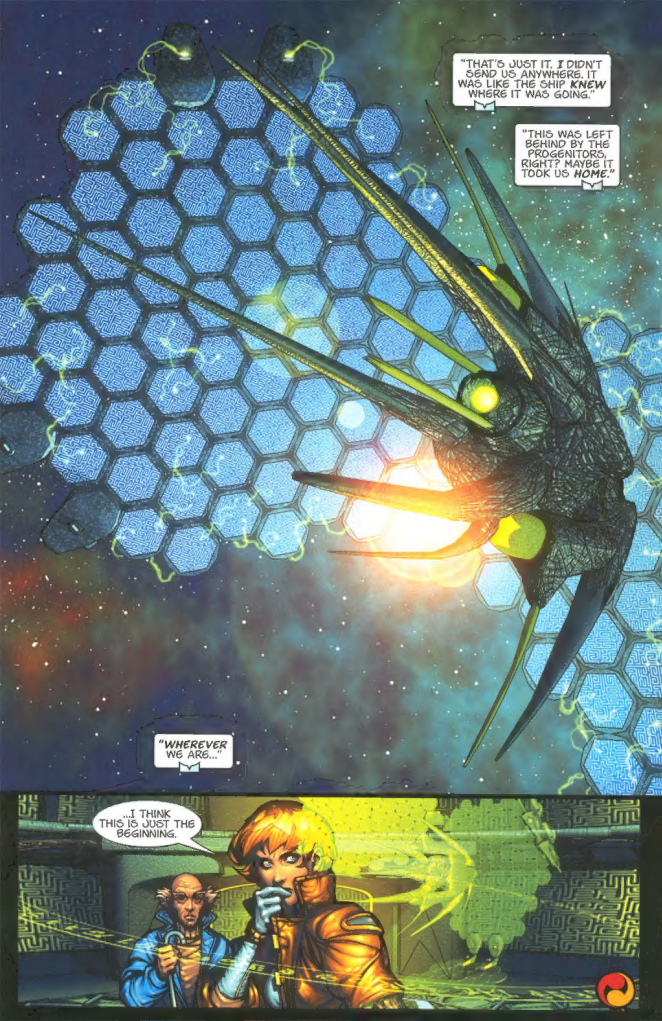
BUT I PROMISE YOU.
IF I DON'T, YOU DON'T.
YOU THINK YOU ARE IN A POSITION TO THREATEN ME?
LET'S GET A LITTLE CLOSER AND FIND OUT.
THE FOOL FLIES RIGHT INTO OUR ARMS.
SHE MEANS TO RAM US!
EVERYBODY'D BETTER HOLD ON, THIS IS GOING TO BE BUMPY.

LESS THAN FIFTY KILOMETERS AND CLOSING, EMPEROR!
FIRE THE PARTICLE CANNON!
WE CAN'T! WE'RE NOT RE-TARGETED YET
HIT?
COME ON, THIS HAS TO WORK
THIS HAS TO WORK
"THE ENTIRE SHIP'S GONE, EMPEROR. JUST GONE.
"...BUT WE ABSORBED THE SHOCKWAVE.
"FIRES REPORTED ON VIRTUALLY EVERY DECK
"NO ENGINES. NO WEAPONS. BARELY ENOUGH FOR LIFE SUPPORT
WE'RE DEAD IN SPACE UNTIL WE CAN MAKE REPAIRS."

LESS THAN FIFTY KILOMETERS AND CLOSING, EMPEROR!
FIRE THE PARTICLE CANNON!
WE CAN'T! WE'RE NOT RE-TARGETED YET
"...AND THEY'RE OPENING FIRE.
"...BUT THE ENERGY SIGNATURE IS DIFFERENT THAN BEFORE. THIS IS SOMETHING NEW!
"WE'RE GOING TO TAKE A DIRECT
"...HIT?
COME ON, TH'D HAS TO WORK
TH'D HAS TO WORK
"BRACE FOR IMPACT!"
"WHERE
"...WHERE DID THEY GO?"
THE ENTIRE SHIP'S GONE, EMPEROR. JUST...GONE...
"...BUT WE ABSORBED THE SHOCKWAVE.
"FIRES REPORTED ON VIRTUALLY EVERY DECK.
"NO ENGINES, NO WEAPONS, BARELY ENOUGH FOR LIFE SUPPORT
"WE'RE DEAD IN SPACE UNTIL WE CAN MAKE REPAIRS."
BUT WHERE IS SHE?
WHERE IS SHE?

"...AND THEY'RE OPENING FIRE...
"...BUT THE ENERGY SIGNATURE IS DIFFERENT THAN BEFORE. THIS IS SOMETHING NEW!
"WE'RE GOING TO TAKE A DIRECT
"BRACE FOR IMPACT!"
"WHERE
"...WHERE DID THEY GO?"
BUT WHERE IS SHE?
WHERE IS SHE?

SARA? NOT THAT I'M COMPLAINING...
...BUT WHAT JUST HAPPENED?
HOW ARE WE STILL ALIVE?
A WORMHOLE, ISAIAH.
...I OPENED A WORMHOLE.
OR THE SHIP DID
WE PUNCHED A HOLE IN SPACE RIGHT IN FRONT OF THE EMPEROR'S CRUISER. JUST LIKE WE WERE GOING THROUGH A JUMPGATE.
THIS SHIP CAN DO ANYTHING...
...AND IT'S ALL RIGHT AT MY FINGERTIPS.
LITERALLY
I'D BE THE FIRST TO ADMIT ANYPLACE IS BETTER THAN WHERE WE WERE
"...BUT WHERE DID YOU SEND US?"


"THAT'S JUST IT. I DIDN'T SEND US ANYWHERE. IT WAS LIKE THE SHIP KNEW WHERE IT WAS GOING."
"THIS WAS LEFT BEHIND BY THE PROGENITORS, RIGHT? MAYBE IT TOOK US HOME."
"WHEREVER WE ARE..."
...I THINK THIS IS JUST THE BEGINNING.

brandon
PETERSON
Story & Art

ron
MARZ
Story

dave
LANPHEAR
Letterer

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JUMPGATE

JS
JT
JU
JV
JW

Archival Data Viewer - Model 3567-976

INFORMATIONAL OVERVIEW

Jumpgate technology is the primary means of interstellar travel and communication in the Chimeran Imperium. Jumpgates are a series of graviton generating devices operating on fusion power located throughout the Imperium. They allow for an object to enter one Jumpgate for instantaneous travel to another Jumpgate via the use of controlled interstellar wormholes.

Front and side view of Imperial Jumpgate

Wormholes are naturally and artificially occurring phenomenons that act as bridges between any two points in space-time. Extreme gravitational forces can warp space-time and when two of these warps collide, space-time is ruptured and a hole opens between the two warps. Naturally occurring wormholes are tiny and brief instances, as the extreme gravitic forces of the wormholes cause the destruction of the wormhole almost as fast as those same forces create it. However, sending a stream of oppositely charged gravitons into a wormhole causes the wormhole to enlarge and the length of the event to last indefinitely, allowing for practical transport between the two warps. This practical application of gravitational theory led to the development of the Imperial Jumpgates.

Jumpgates are composed of powerful graviton emitters, which keep a constant, tiny space-time warp open at the fulcrum point in the center of their arrays. Two fixed Jumpgates are required for interstellar travel. All Jumpgate travel is controlled by the Imperial Interstellar Transport Authority. Each Jumpgate warp has its own unique frequency which is guarded under highest security in the Imperial Interstellar Transport Authority database. When the proper signal is sent by the Authority, the receiving Jumpgate matches the frequency of the sending Jumpgate, triggering a wormhole event, which is then widened and sustained with a graviton stream until the traffic passes through the event. After the traffic has passed, the wormhole is dispersed as the receiving Jumpgate returns its warp to its own frequency. Interstellar communications are also handled by Jumpgates, as incoming signals are received and routed in a similar fashion to other Jumpgates across the Imperium.

The use of Jumpgates has been a prime factor for the phenomenal growth of the Chimeran Imperium, especially the use of Scouters. Scouters are special Jumpgates that send out random warp frequencies, occasionally connecting to naturally occurring warps and opening them into wormholes. Through these wormholes, the Imperium can send ships to establish new Jumpgates for the Imperium to grow.

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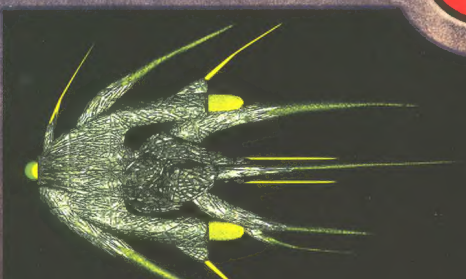
Serial # 6768B2-7519-7B83B9

CARAPOID CRAFT

Archival Data Viewer - Model 3567-976

BY BZ CA CB CC

INFORMATIONAL OVERVIEW



Side view of Carapoid Craft

The Carapoid craft was first encountered by the Imperium in 3012 IC (Imperial Calendar) at Serevan in the Avian Wing spiral arm. The craft attacked and destroyed six Imperial Heavy Cruisers and also disabled the Triumphant, the flagship of the Chimeran Imperial Navy, with a previously unknown gravitic pulse weapon. The Carapoid craft's size is estimated to be roughly equal to that of the Triumphant, and its construction design and materials have been analyzed and found to be so similar to that of the Carapoid robots unearthed in so many Precursor sites (see Carapoid robots) that it has been dubbed "the Carapoid craft" by Imperium engineers.

The craft demonstrated remarkable offensive and defensive functions, including maneuvering capabilities that suggest a non-fusion source of propulsion. The most startling function it demonstrated was the ability to generate its own stable wormhole-bridge, an impossibility in current physics understanding (see Jumpgates). The controlled gravitic forces needed to perform this feat are too complex to even be theorized, though data gathered by the Triumphant at the encounter has been forwarded to the Imperial Physics Institute for further study.

Apparently recently uncovered and made active on Serevan, the exact age and origin of the Carapoid craft are unknown to the Imperium at this time. The sheer size of the craft and the scale of the Carapoid robots suggests that several thousand Carapoids or human-sized occupants could be carried by the craft, leading to the possibility that the craft is some sort of long-range transport. The wormhole-bridge capabilities of the craft also lend credence to this theory, as such abilities are not needed in short-range craft.

The Carapoid craft has not been seen in Imperium space since its departure into its stable wormhole-bridge. Any sighting should be reported immediately to the nearest Chimeran Imperium government facility.

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Serial #: 87892-7878-78889